

ISSUE NO.
285
NOVEMBER
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GTM



GAME TRADE MAGAZINE

WARHAMMER
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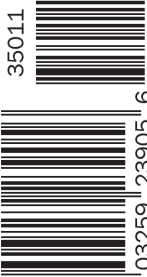
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IN THIS ISSUE:

- INSPIRED BY THE CULT CLASSIC, EVIL GENIUS GAMES' *UNIVERSAL SOLDIER* BRINGS YOU TO A WAR-TORN FUTURE!
- HOW LONG CAN YOU EVADE MICHAEL MYERS IN *HALLOWEEN: A HIDDEN MOVEMENT GAME* FROM TRICK OF TREAT STUDIOS?



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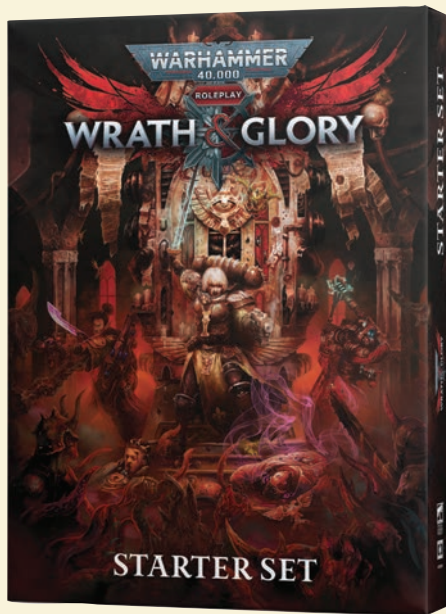
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Wrath & Glory Starter Set:

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Universal Soldier

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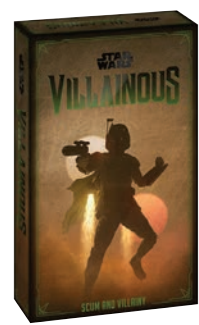
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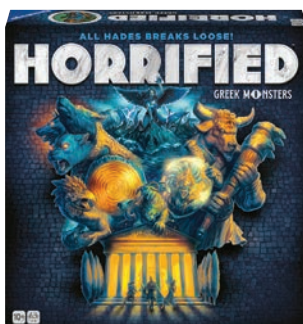
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November 2023



**MARVEL MULTIVERSE ROLE-PLAYING GAME:
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978-1302948580 | \$49.99 | 256 pages

Spring 2024



**MARVEL MULTIVERSE ROLE-PLAYING GAME:
SPIDER-VERSE EXPANSION HC**

978-1302948573 | \$49.99 | 256 pages

Fall 2024



MORE COMING

2024 & Beyond

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MARVEL.COM/RPG**



Greetings Dear Readers!

Welcome to your November edition of *Game Trade Magazine*!

If there is a better way to herald the changing seasons and longer nights than to travel to the grimdark future of Warhammer 40k, I don't know it!

Cubicle 7's *Warhammer 40k Wrath and Glory RPG* starter set has everything fans need to dive into a story set aboard a beleaguered flotilla of ships trapped in the Gilead System. The included *Traitors Hymn* adventure is all set to teach players everything they need to know to survive the conflict and brutal politics of the Gilead System. Remember – “In the grim darkness of the far future, there is only war.”

If you're looking for a different spin on the whole “dark future” archetype, look no further than the *Everyday Heroes RPG: Universal Soldier Cinematic Adventure* from Evil Genius Games. This single sourcebook has everything you'll need to bring reanimated cyborgs and shadowy government agencies to your tabletop. Create the ultimate warrior and battle for freedom!

Of course, if you prefer something set in the present day, then be sure to check out Trick or Treat Studios' *Halloween – A Hidden Movement Game*!

Based on the original, classic 1978 horror movie, *Halloween* will fill your game night with fear. Take on the role of your favorite character moving through the neighborhood searching for Tommy, Lindsey, and the car keys in order to escape Michael Myers in this exciting hidden movement game!

Wow, we certainly did get a bit dark there, didn't we? Not to worry, dear readers – there is plenty more as well as a little something for everybody in this issue. Your November GTM is packed with great games for all the gamers in your life for this holiday season. Enjoy!

Game on,
-JG



PUBLISHER

Alliance Game Distributors

EDITOR/ADVERTISING MANAGER

Jerome Gonyeau

PRODUCTION MANAGER

Matt Barham

GRAPHIC DESIGNER

Eduardo Valdes

PAGEMASTER

Katie Skinner

Submissions should be sent to Jerome Gonyeau
jlg@alliance-games.com

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GTM

10150 York Rd, Cockeysville, MD 21030

GTM@GameTradeMagazine.com

WWW.GAMETRADEMAGAZINE.COM

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As temperatures cool and the holiday season approaches, the GTM team thought it might be nice to pause for a moment and offer thanks for all of the wonderful things we're grateful for.

Jerome

Your devoted editor, JG, is certainly thankful to be back in the northeast to enjoy the seasons changing and lots and lots of snow! (he's weird that way) He's also grateful Liverpool F.C. is managing to hang in there despite, well, everything.

Matt

As the longest tenured member of the GTM staff (I was hired in 1894) I am thankful for the entire team for putting up with both me and my ridiculous nonsense. I am also extremely thankful for my awesome kids, my hot wife, and to hardcore punk for still going as hard as it does, although maybe not in that order.

Katie

Katie is thankful for her amazing family. Her son who keeps her laughing and gives the best hugs, and her husband who is beyond supportive and loving. They both are the highlight of her days.

Eduardo

I'd like to give a shout out to my lovely wife who has supported me through and through. She is one of my toughest critics but the best supporter I could ask for, thank you for being my ride buddy on this roller coaster.

We'd also like to express our gratitude to our many contributors and colleagues, who help make this magazine a reality every month. Thank you all, and have a wonderful, safe holiday season.



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by
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AT-11058 | MSRP: \$12.49

**Aurora
MATTE**

Standard size



AT-11158 | MSRP: \$7.99

**Aurora
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Japanese size



Player's Choice

GET THEM AT YOUR LOCAL GAME STORE TODAY

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

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UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

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UPI 15549.....\$14.95

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UPI 15530.....\$14.95

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UPI 15527.....\$14.95

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UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 08010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HND0595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 91033069.....\$14.95

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FEATURED ITEM

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WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CARD
Super-Skill Pinball 4-Card brings the arcade classic to the tabletop with art, stats, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching bonuses for something new! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

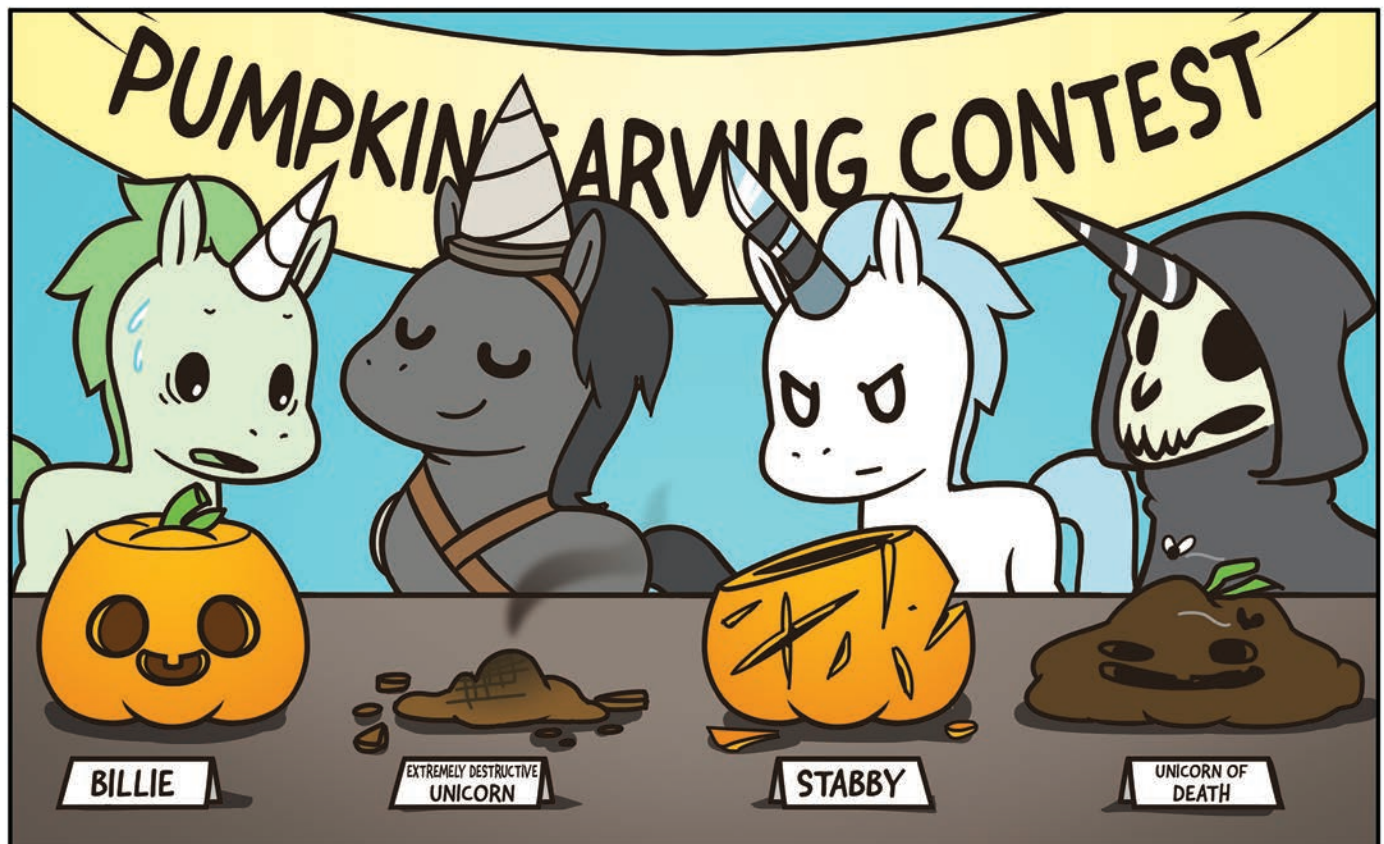
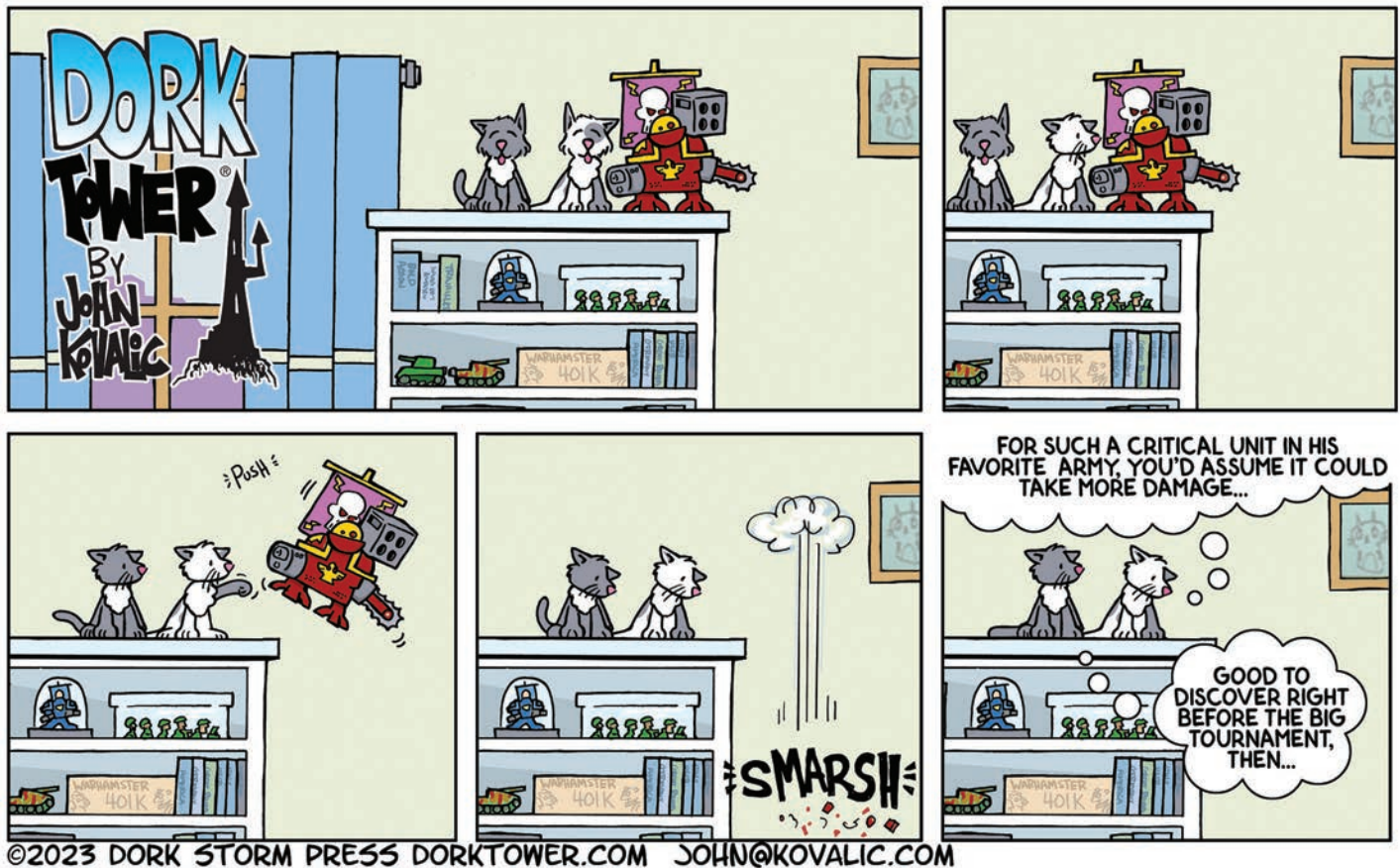
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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MSRP:
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THE DEADLIEST WEAPON



WARHAMMER 40,000: WRATH & GLORY STARTER SET

CB7 2618..... \$39.99 | Available Q3 2023!

January will see the release of the highly anticipated Warhammer 40,000 *Wrath & Glory* Starter Set. Cubicle 7 is well known for our lush roleplaying game starter boxes and this one is certainly no exception. The Warhammer 40,000 *Wrath & Glory* Starter Set contains everything you need to start adventuring in the beleaguered Gilead System — a stable pocket contained entirely within the Cicatrix Maledictum — the massive galaxy spanning warp storm known as the Great Rift. So desperate is the plight of those trapped within Gilead that allegiances nearly unthinkable elsewhere have become commonplace in a system where every day brings a new struggle for survival.

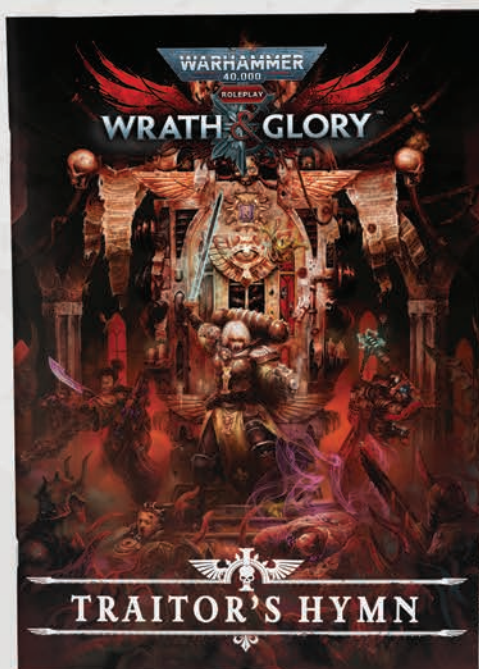
The Warhammer 40,000 *Wrath & Glory* Starter Set serves as an introduction to the Gilead System, and to the Rogue Trader who utterly changed its fortunes. When Rogue Trader Jakel Varonius' fleet arrived in the Gilead system, it brought the most dangerous of all weapons with it — hope. The people of the Gilead system had been fighting alone against the raiders of the Ruinous Powers, without news from the greater galaxy for over a year due to the opening of the Great Rift. Many had given themselves up to despair, convinced they were damned. Numerous citizens had fallen into the blasphemy of believing that the Emperor had forsaken them or, far worse, the appalling heretical belief that he was dead and the Imperium lost. The Rogue Trader's fleet not only brought word of the Emperor's survival, but of the miraculous return of his son, the Primarch Roboute Guilliman, and the vast Indomitus Crusade that was even now fighting for humanity across the galaxy.

At the heart of the starter set is *Traitor's Hymn*, a 48-page adventure set aboard the Varonius Flotilla. Originally intended to relieve the system, its ships are now trapped in Gilead along with the rest of the system's denizens and treachery amidst the ratings is rife. *Traitor's Hymn* was specifically designed to teach you and your friends how to play *Wrath & Glory* — no advanced prep required!



Six lavishly illustrated gatefold character sheets depicting greatly varied pre-generated characters, each with their own goals, backgrounds, and connections, serve as the protagonists of *Traitor's Hymn*. The Warhammer 40,000 *Wrath & Glory* Starter Set also holds three rules reference sheets with key action and combat rules, along with tokens for tracking three important attributes: Wrath, Glory, and for the sinister enemies controlled by the GM — Ruin.





No Cubicle 7 starter box would be complete without a big sourcebook and the *Warhammer 40,000 Wrath & Glory Starter Set* delivers with a comprehensive guide to *The Varonius Flotilla*. This guide includes a full listing of the ships, crews, and the brutal internal politics of the Rogue Trader's Fleet, covering both those who made the dangerous journey to Gilead with him, and those that have since attached themselves. Packed with NPCs, plot hooks, one-page adventures, and detailed ports of call around the system, the *Varonius Flotilla* is incredibly useful for running *Traitor's Hymn*, as well as the building blocks for a longer campaign. The information contained in *The Varonius Flotilla* is so extensive that it is equally valuable even if you're an experienced *Wrath & Glory* GM already secure in your possession of the *Warhammer 40,000 Wrath & Glory Core Rule Book* but looking for more material to enhance your campaign.



Finally, the starter box contains a set of 8 six-sided dice, one of which is a unique *Wrath Die*.

If the plot hooks and trials contained within the *Warhammer 40,000 Wrath & Glory Starter Set* are not enough to challenge your players, the many enemies contained within *Warhammer 40,000 Wrath & Glory Threat Assessment: Xenos* surely will be. Detailing the many potential alien threats that may, or may not depending on your campaign, exist within the Gilead System, *Threat Assessment: Xenos* has the full profiles on all the sub-species of the Aeldari — from the arrogant Asuryani, to the enigmatic Harlequins, to the sinister Drukhari. Herein lurk the insidious hybrids of the Genestealer Cults who seek to pave the way to the salvation that shall be theirs when their voracious masters descend from the stars. Enough Orks to start a WAAAGH! are assembled within, as are a few frighteningly powerful, but slowly waking Necrons. Finally, *Threat Assessment: Xenos* details some very lost T'au, technologically advanced adherents of the Greater Good, who are desperately far from home, along with a full Kroot mercenary company, and its attendant beasts.

The Gilead System desperately needs heroes — but your lot will have to do.

...

TS Luikart is the North American Sales Manager, and an RPG Designer for Cubicle 7. He could really use an augmetic cogitator to keep track of all the histories of the worlds he's helped create as his brain is getting full.



UNIVERSAL SOLDIER

A CINEMATIC ADVENTURE



EVERYDAY HEROES RPG: UNIVERSAL SOLDIER CINEMATIC ADVENTURE

EVL 08000 \$24.99 | Available October 2023!

Reanimated cyborgs make the ultimate warriors. These soldiers have miraculous technological cybernetic prosthetics that give them deadly skills on the battlefield, even while they try to stay connected to their humanity. These themes loom large in the world of *Universal Soldier*. If shadowy, secret government agencies and black ops run by combatants that are half-human, half-robot appeal to you, then you'll love the gaming adventures that await you in *Universal Soldier: A Cinematic Adventure* — the latest officially licensed, action-film-based tabletop roleplaying game from the creative team at Evil Genius Games.

Inspired by the cult classic, action-packed sci-fi film series starring Jean-Claude Van Damme and Dolph Lundgren in 1992, *Universal Soldier: A Cinematic Adventure* offers a fascinating futuristic military gaming experience. Players can explore the ethics of scientific advancements, government and corporate greed, shadowy control over people's lives, and the questions of what makes us human — all against the backdrop of completing complex missions with global impacts.



A WORLD IN WHICH EXPLOITATION AND FREEDOM COLLIDE

In *Universal Soldier: A Cinematic Adventure*, players can choose to take on a variety of roles as they engage in high-stakes missions. In this world, free-willed UniSols look for answers and justice, alongside other cybernetically-enhanced warriors with complex motivations. Meanwhile, heroes behind the scenes are working to expose the corruption and greed of those who want nothing more than total domination over their obedient soldiers.

To ensure the gameplay is filled with exciting possibilities, *Universal Soldier: A Cinematic Adventure* features numerous cool and useful rules around the cybernetic technologies players can adopt. Cyborg abilities are scored depending on how minor

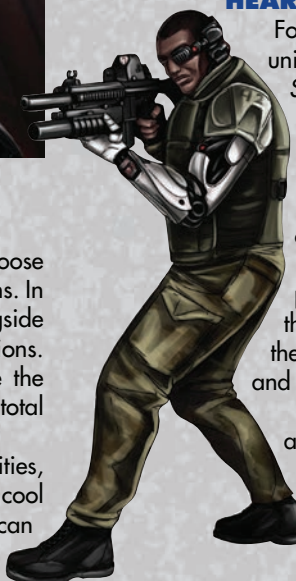
or major a cyber-enhancement is, along with the strains it puts on the character's system. Humans can be totally or partially cybernetic, meaning players can pass as human when they aren't.

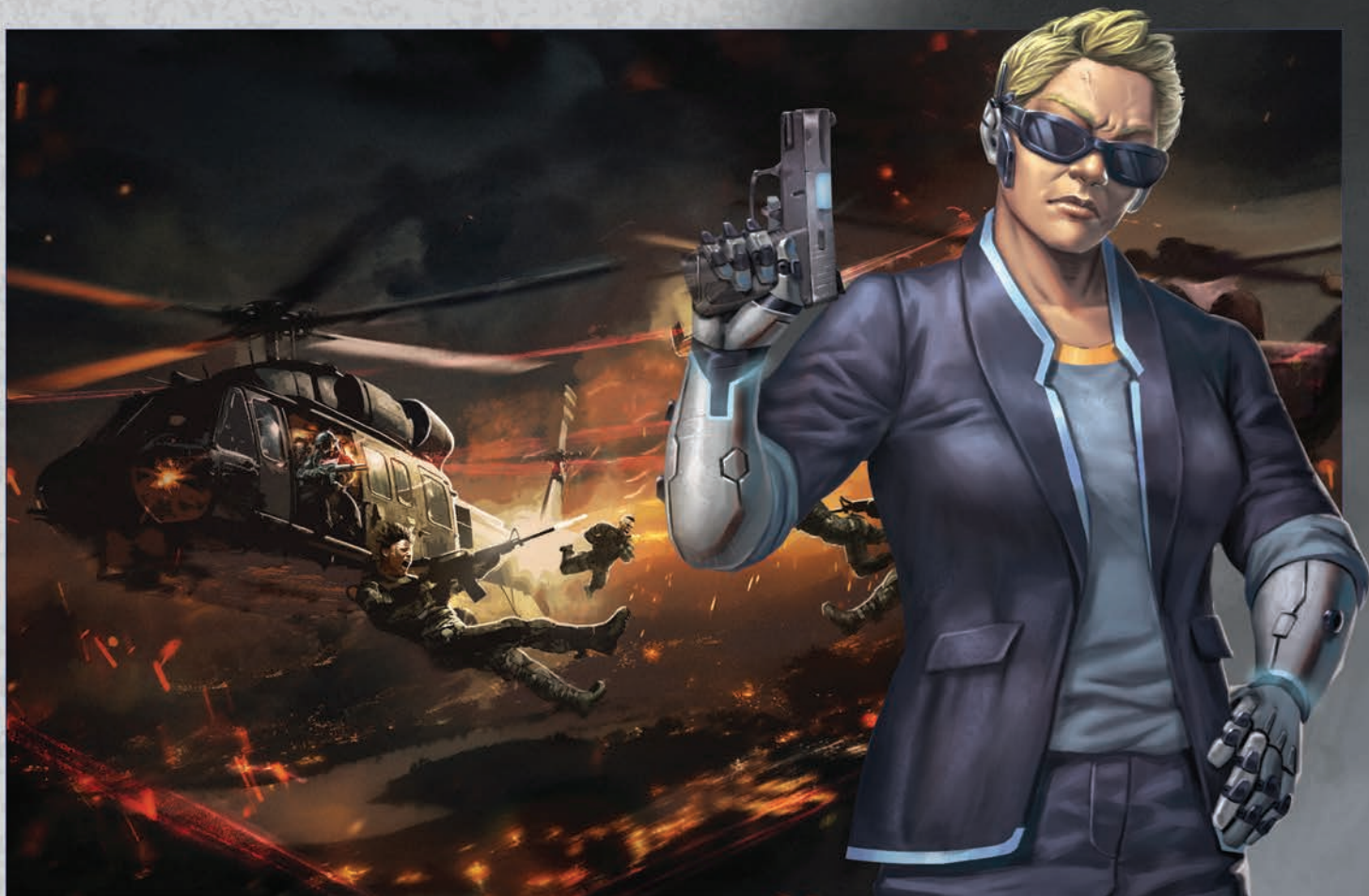
A variety of roles and backgrounds are available as players craft their characters — everything from cybernetic engineers and surgeons, to indentured warriors and mercenaries, to corporate billionaires. Be a Cybermodder — a Tough Hero with amazing proficiencies in combat settings, or a Networker — a Charming Hero who makes friends everywhere and succeeds through building connections. The possibilities are nearly endless as your gaming crew builds their team for adventures to come.

HEART-PUMPING MISSIONS AWAIT YOU

For gamemasters with a passion for crafting unique adventures, the rulebook for *Universal Soldier: A Cinematic Adventure* is designed with detailed feats, weapons, and gear to outline precisely how each unique UniSol can perform in battle. Heroes can call on allies during their missions, with clear rules around drawing on contacts with special skills that can be leveraged in moments of great need. GMs can also grant players "marvels" — technological rewards that can't be purchased, but can be awarded at the GM's discretion — including unique weapons and armor to level up the excitement.

The rulebook also features an included adventure, "Return to Eden," which can serve as a full adventure in its own right, or as the dramatic climax to an adventure of the GM's own crafting. For players levels three and higher, "Return to Eden" invites players to





hunt down the megalomaniacal doctor behind the original reanimation technology that started the UniSol program—before he can use his Helix program to reanimate the dead en masse for his own nefarious goals. Players must face the memories of their own pasts as they work together to save the innocent and defeat the evil doctor and his minions.

"Return to Eden" also comes with several pregenerated character options for players to choose from if desired, including UniSols tied to the doctor's Helix program, mercenaries with their own agendas, prodigies in the latest modern-day warfare, and veterans who survived past black ops missions to fight again for what is right.

ATMOSPHERIC ADD-ONS AND TOOLS TO FIT ALL PLAYERS

As with other *Cinematic Adventures*, the game includes a Syrinscape musical background that GMs can use to set the atmosphere. Because *Universal Soldier's* action takes place with reanimated soldiers from many time periods, players and GMs are encouraged to choose theme songs and atmospheric music from different eras to enhance the game.

And as with all other *Everyday Heroes Cinematic Adventures*, the rulebook for *Universal Soldier* includes the practical Fade to Black tool, so that players can easily indicate when a traumatic story event would best take place "off-screen" for players' comfort.

PLAYING IN THE EVERYDAY HEROES WORLD

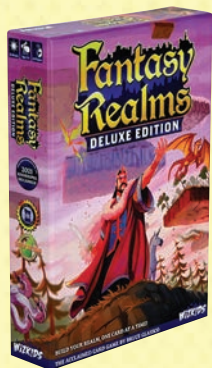
Universal Soldier: A Cinematic Adventure runs on the *Everyday Heroes* core rulebook by Evil Genius Games — a modern-day gaming platform that makes it easy to bring the adventure of action films to tabletop gaming scenarios. Countless adventures can be crafted to fit any team of gamers that come to the table for exciting military sci-fi fun.

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WIZKIDS™

HOLIDAY GIFT GUIDE: BOARD GAMES

The holiday season is just around the corner, and your gamer friend wants only one thing: more games! But how do you get them a gift that will stand out among their modest collection of 687 other games they already love? With so many great games out there it's hard to know what they may like. Fortunately for you, WizKids has a large catalog of games for you to choose from that are held in high regard in the board game community. Here's a look at a short list of some highly rated, award-winning, and highly anticipated games that can be the gift to remember this holiday season.



FANTASY REALMS: DELUXE EDITION

3-6 Players • MSRP: 34.99 • WZK 87537
The highly acclaimed combo-building game with a new and improved look

The beloved 2021 *Kenner Spiel des Jahres* nominee is a must-have for any gamer's collection. With 95 cards and a simple ruleset, this small box packs a huge punch with fast-paced gameplay and meaningful decision making. Along with updated artwork and graphic design, this edition includes the *Fantasy Realms* base game, *The Cursed Hoard* expansion, two promo cards, and full-art card sleeves. With endless combinations and addictive gameplay, this will be the gift that keeps on giving for game nights for years to come!



SUPER-SKILL PINBALL: HOLIDAY SPECIAL

1-4 Players • MSRP: 19.99 • WZK 87557
The festive sequel to the award-winning Super-Skill Pinball: 4-Cade

What's a better holiday gift than a multi award-winning board game? A multi holiday movie themed one of course! The innovative roll-and-write tabletop pinball system is packed with exciting gameplay and holiday charm. Featuring three unique pinball tables based off holiday classics we all know and love, the Holiday Special allows players to gather family and friends to reminisce on warm holiday memories and see who can set the new high score!



MAGE KNIGHT: ULTIMATE EDITION

1-5 Players • MSRP: 124.99
• WZK 73455
A Vlaada Chvátil game of epic exploration and conquest

The critically acclaimed *Mage Knight* board game combines elements of RPGs, deckbuilding, and traditional board games while capturing the rich history of the *Mage Knight*



JOKKMOKK: THE WINTER MARKET

1-5 Players • MSRP: 34.99 • WZK 87581
Visit the world-famous Swedish folk market

The tranquil city of Jokkmokk has hosted a world-famous market and folk festival every February for over 400 years! Visitors from across the globe don their warmest winter gear to experience the beautiful crafts, delicious treats, and breathtaking scenery Jokkmokk has to offer. Each player guides two family member meeples around the board collecting sets of festival favorites from the market stalls. Light up the fireplace, pour some cups of hot cocoa, and cozy up for a charming family friendly game of warm winter memories.



REBUILDING SEATTLE

1-5 Players • MSRP: 49.99 • WZK 87565
Become a part of history in the esteemed economic city-building game

The great fire of 1889 has burned down most of downtown Seattle, and you are the city planner tasked with rebuilding it. Manage economic resources to improve neighborhoods, erect buildings and iconic landmarks, and address the needs of an ever-growing population. With a seamless

blend of engine building, card drafting, and polyomino tile-laying, *Rebuilding Seattle* features a variety of familiar mechanics that players love and enjoy.

...

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THE SEARCH FOR LOST SPECIES



THE SEARCH FOR LOST SPECIES

RGS 02468 \$45.00 | Available October 2023!

There are some species of animals that have almost been lost to time, going unseen for decades and could be extinct. In *The Search For Lost Species*, it is your job to locate them and keep them from going extinct. In this game of deduction and strategy, track down the animals on the island to help locate the lost species. Hope you got some good boots! We're going on a trip to find a lost species and prove they are not yet gone for good!

In *The Search For Lost Species* the players pick what animal they would like to search for which can be one of six amazing animals such as the Aru Flying Fox and the Wondiwoi Tree Kangaroo. Once a choice has been made, players can set up the board and the app. The *Search For Lost Species* app makes gameplay interesting and easy! Each player can download the app on their device or players can share a device. The app generates a unique playthrough every game as it places the lost species somewhere on the map along with the other animals that live on the island. So there is no worry about re-playability. You don't just get five scenarios, one for each species. With the free app and random setup, there are endless possibilities!



Other animals live on the island and locating them will aid you in your search for the lost species! The animals include lorries, cuscus, toads, and pythons, which can only be located in certain places according to their logic rules. Each animal has their own logic rule which dictates its location on the island; one animal per hex. Tracking down the location of these species will lead you to your ultimate goal of finding the lost species and will also score players points which are used to determine the winner of the game.

While on the island, you can look for species in a variety of ways, all which take time. Time is a very precious resource in this game as it determines player order and the triggering of events like sightings and conferences. Players can also visit markets in two villages located on the board. There, players can get end game scoring cards, one time bonuses, instant abilities, and perhaps do a little research. Researching allows the player to learn a logic rule about a topic that will provide even more precious information.

As an added feature, this game has an engaging and fun solo mode where you can play against an app player named "Tini". The app manages the actions she takes and the sightings she reports so gameplay is smooth. There are not many rule changes in the solo mode, as the app makes managing the AI player simple. All the player has to do is focus on their hunt for the lost species, just like the regular game!

The Search For Lost Species has two difficulty modes: the day side of the board which is easier, and the night side of the board, which provides more challenges. This adjustable difficulty makes it perfect for any group as it lets you fit the difficulty to best suit your group.

It is important to note that this game is based on the work of the organization Re:wild, which focuses on protecting and preserving the wild. Re:wild has compiled a list of rare and endangered species around the world which can be found on their website, [rewild.org](https://www.rewild.org). The game designers, Ben Rosset and Matthew O'Malley, used this list to populate the lost species in the game. Re:wild's expeditions to find lost species inspired Renegade to make a game where you can do just that. The search for real lost species is happening all over the world, but this game focuses on several lost species located in Indonesia and Papua New Guinea.

To help support the mission to preserve and protect the earth and the wildlife on it, Renegade has made the entire game using Eco-Friendly Materials! Bagasse cards and paper envelopes are used to store pieces instead of plastic baggies. Eco-Friendly paper is also used in the game. No shortcuts have been taken here! Renegade has made a game that is Eco-Friendly with high quality components!



The Search For Lost Species is a unique game about finding species to prevent their extinction. Players get to put their minds to the test as they use logic and deduction to find animals on the island. The easy-to-use app makes gameplay fun and exciting, with sound effects to add to the immersive effect. Renegade Game Studios has pulled no punches, making this game high quality, fun, and impactful as it focuses on the real-world search for animals that may be, one day, lost to time.

...

Sophia Gambill is a Sales Assistant at Renegade Game Studios

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A GIANT IDEA FOR A GIANT GAME

THE QUEST KIDS: GIANT ADVENTURE

TFG 01004..... \$74.99 | Available Q4 2023!

In my experience as a game designer inspiration strikes in unexpected ways. That was certainly the case when the crazy idea for a life-sized dungeon crawler for kids first crashed into my brain. I say crashed because it was not a welcomed idea — at least not at first.

I founded Treasure Falls Games to make high-quality board games that kids love and parents appreciate. Our first game was *The Quest Kids* — a dungeon crawler for kids 5 years old and up. My goal in developing *The Quest Kids* was to create an exciting, accessible, high-quality fantasy experience for children to enjoy with their families. To create an entry-level experience to one of my favorite board game genres. My hope was that *The Quest Kids* would be one of the first board games a child plays and that the experience helps foster a curiosity and interest in this wonderful hobby.

I'm happy to say that I believe we succeeded. *The Quest Kids* was released in 2021, has been enjoyed by families all over the world and has spawned two expansions (and counting). I have a pretty good idea on how to design, create, manufacture and ship a tabletop dungeon crawler for kids and families.



However, during the design process of *The Quest Kids* the idea of a life-sized version of the game occurred to me and simply would not go away. I had no idea how to make a giant version of *The Quest Kids*, but I knew that if I could the concept would absolutely work and be unlike any other gaming experience on the market.

It could work because the main mechanic in the tabletop version of *The Quest Kids* is tile-exploration. On a player's turn they explore the cave by deciding to flip over a tile. Green tiles are always good. Gray tiles are sometimes better than green tiles, but could also be hiding a bad guy. Red tiles are where the biggest bad guys lurk, but also the best treasure.

So, all we needed were giant dungeon tiles. With these giant tiles players can transform any indoor area into a magical dungeon full of treasure, silly bad guys and adventure. The tiles can be

placed in any configuration, which allows for players to creatively use the space they have available. Once the magical dungeon is created each player will grab a player bag to hold their ability cards and treasure and then act as the game pieces as they explore the tiles and try to earn the most stars.

I'd like to say finding the right partner to help us make these dungeon tiles was an easy process... but not all worthwhile quests are easy ones. The dungeon tiles in the tabletop version of the *Quest Kids* are 2.75 inches. The dungeon tiles in *Giant Adventure* are over 500% larger at 18 inches and will have an intended use to be thrown on the floor. We also need a box large enough to hold 37 of these tiles and an economical way to ship it.

However, after many discussions and ideas I believe we found the perfect partner to help us bring this crazy idea to life.

The Quest Kids: Giant Adventure is an ambitious game that is certainly full of unique challenges. However, unlike any game we have designed so far *Giant Adventure* has the ability to create truly unforgettable experiences for young gamers. They will get to be heroes in a life-sized fantasy quest in their very own house. We think kids will love it and we think parents will appreciate the obstacles we had to overcome to make it a reality.

...

Dustin McMillian is the founder of Treasure Falls Games and the designer of The Quest Kids: Giant Adventure. His current quest is to make great games for kids and to enjoy his own adventure of raising three kids (9,6 and 4) with his wife in Houston, TX.



IMPERIUM MALEDICTUM



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MAP TILES

FORESTS

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Press

MAP TILES: FOREST

KOB 9832..... \$19.99 | Available January 2024!

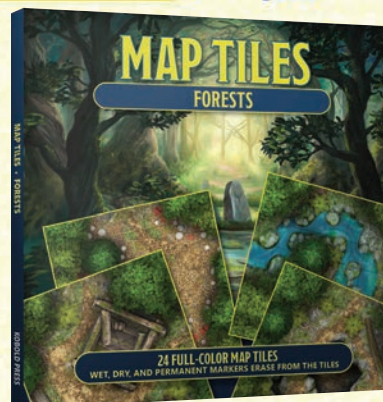
Dark forests have filled fairy tales and folk stories for generations—and for good reason. The trees hide all sorts of terrors and wonders, and only the bravest folks delve where they're thickest.

These encounters can be used with Kobold Press's *Map Tiles: Forests*, available January 2024. They contain friends and foes alike, all found within the pines and oaks of old forests. Many of them use monsters from the award-winning Kobold monster books such the newly revised *Tome of Beasts 1*.

The table ranges in a wide spread of difficulties, so some results may be easy while others deadly. Use them as is or tweak, modify, and supplement your own ideas!

ENCOUNTERS FOR MAP TILES: FORESTS

d10 + d20	Encounter
2	1d6 millitaur s (see <i>Tome of Beasts 1</i>) surge from the undergrowth. The characters have crossed into their territory, but the millitaur only fight them if necessary and are friendly if the PCs treat them with respect.
3	1d6 nyctli (75%) or 1d4 nyctli swarms (25%) (see <i>Tome of Beasts 2</i>) erupt from the shadows and swarm the party.
4	Two bear cubs come tumbling out from between the trees and are startled to see the party. As they flee, their mother black bear charges.
5	A huge tree stands in the forest, burnt and hollowed-out, as if struck by lightning. An old woman sits beside the tree and smiles in welcome as the party approaches. The woman is an ala (see <i>Tome of Beasts 1</i>) in human form, and she is pleased at the site of such delicious-looking individuals.
6	A savager (see <i>Tome of Beasts 1</i>), barreling through the trees.
7	A cry for help rises from the branches above. A mage is trapped, wrapped in a thick cocoon of silk. He has no memory of how he got there. A few minutes later, the chelicerae (see <i>Tome of Beasts 1</i>) returns and attacks the party, targeting the magic users first.
8	A hungry chameleon hydra (see <i>Tome of Beasts 2</i>) hides in the thick branches above.
9	2d4 awakened shrubs with 1d4 twig blights , moving through the trees.
10	A nichny (see <i>Tome of Beasts 1</i>) stalks the characters through the forest.
11	1d4 wereboars , being generally unpleasant and aggressive.
12	1d4 dancing foliage (see <i>Tome of Beasts 2</i>), moving amid the trees and tending to the plants.
13	At first glance, the party may mistake this small red, dragon-like creature for a pseudodragon. As it approaches, however, they may make a DC 14 Intelligence (Nature) or Wisdom (Insight) check; on a success, they realize the creature is a crimson drake (see <i>Tome of Beasts 1</i>) before it attacks.



14	A friendly pseudodragon , looking for some company for a while.
15	A pine doom (see <i>Tome of Beasts 2</i>) observes the characters and attacks if they harm the forest in any way.
16	A collais (see <i>Tome of Beasts 2</i>) stalks the woods around a small woodland village.
17	A helpful ghillie dubh (see <i>Tome of Beasts 2</i>) looks to guide the party out of danger.
18	1d4 jaculi (see <i>Tome of Beasts 1</i>) dive out of the trees at the party, targeting the shiniest and most valuable items worn or carried by the characters. As soon as they acquire the items, they flee back into the trees with their captured treasure and return to their hordes.
19	A passel of 4d4 wild boar . They are territorial and easily startled.
20	A tree skinner (see <i>Tome of Beasts 2</i>) delights in causing destruction.
21	2d4 will-o'-wisps accompanied by a green hag .
22	An alchemical skunk (see <i>Tome of Beasts 2</i>), foraging for food.
23	A wampus cat (see <i>Tome of Beasts 1</i>) in humanoid form, lingering beside a small woodland river.
24	A figure flickers in and out of view as it glides toward the party. The deathwisp (see <i>Tome of Beasts 1</i>) raises its weapon and attacks.
25	A green dragon wyrmling , angry at the party invading its territory.
26	A giant frilled lizard (see <i>Tome of Beasts 2</i>), sunning on a fallen tree.
27	A group of 2d4 lymarien (see <i>Tome of Beasts 2</i>), roosting in the trees around a thicket. Within the thicket is a tiny fawn, curled up, awaiting its parent's return.
28	An owlbear out hunting.
29	1d4 forest marauders (see <i>Tome of Beasts 1</i>) come screaming out of the trees to attack the party.
30	A large shadow passes overhead as a Derendian moth abomination (see <i>Tome of Beasts 2</i>) swoops to attack.

...

Sarah Madsen is an author and TTRPG designer. She has contributed to projects from Wizards of the Coast, Kobold Press, Ghostfire Gaming, Cubicle 7, and others. Her cyberpunk urban fantasy novel, *Weaver's Folly*, is available from Falstaff Books. You can find her on X (formerly Twitter) @UnfetteredMuse, Facebook (facebook.com/SarahMadsenAuthor), or WordPress (unfetteredmuse.com).



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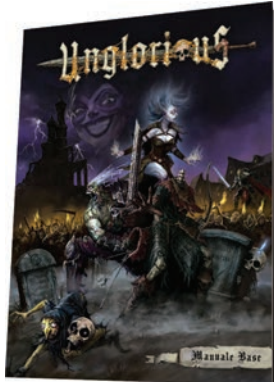
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GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 287 \$3.99

ACES GAMES



UNGLORIOUS RPG: CORE BOOK

Unglorious is the RPG that begins where all others end... with the death of your character! Embark on this adventure beyond the limits (and limitations) of life and face all that the World of More will throw at you. But don't be scared... there probably won't be anyone more frightening than you! *Unglorious*, the Necro-fantasy RPG lets you play the role of an adventurer who passed away due to their carelessness and has now risen again to seek the glory they couldn't obtain when they were alive. Scheduled to ship in November 2023.

AGE UG1001 \$49.00



UNGLORIOUS RPG: FERRYMAN'S SCREEN

Unglorious: Ferryman's Screen, is an accessory for the necro-fantasy RPG *Unglorious*. The *Ferryman's Screen* features: 3 panels beautifully illustrated by artist Vincenzo Praticò; 14 between mirrors and tables ranging from the Dead Creation to the Marketplace of the Orchard. Scheduled to ship in November 2023.

AGE UG1005 \$20.00



UNGLORIOUS RPG: LEAD OF THE DEAD EXPANSION

Unglorious: Lead of the Dead, is an expansion for the necro-fantasy role-playing game *Unglorious*, containing everything you need to play in the Frontiera. Saddle your horse (or what's left of it), charge your six-shooter and rise again in the deserts of the Re-Dead Valley! Scheduled to ship in November 2023.

AGE UG1004 \$29.00



UNGLORIOUS RPG: SEA OF BONES EXPANSION

Unglorious: Sea of Bones, is an expansion for the necro-fantasy role-playing game *Unglorious*, containing everything you need to play in the Age of Undead Buccaneers. Rise in the seas of the dead, go in search of hidden treasure, explore islands full of the forces of Whodoo, and... watch out for curses! Scheduled to ship in November 2023.

AGE UG1003 \$29.00

UNGLORIOUS RPG: TALES FROM THE CRYPT

In these pages you'll find ten adventures, along with characters and places from the Land of Banded and the Orchard, which will turn you from cheap corpses into superstars of the world of the dead. Your portraits will hang on tavern and Tomb & Breakfasts walls and your names will be on every risen's lips - or teeth. Get ready for adventure and let your epitaph be eternally engraved in the *Tales from the Crypt*. Scheduled to ship in November 2023.

AGE UG1002 \$34.00



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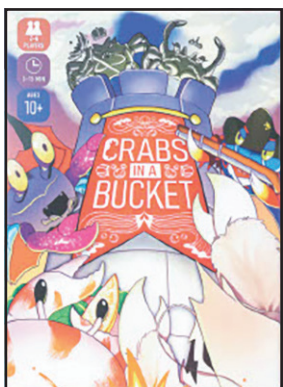
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DOCTOR WHO RPG: SECOND EDITION - ADVENTURE BOOK ONE
Doctor Who: Sixty Years of Adventure celebrates the world's longest-running science fiction television show, with a joyous time travelling extravaganza. Join us for the highlights of the world's most beloved Time Lord's amazing adventures. Encounter terrifying Daleks, Cybermen, and countless other unforgettable enemies. Experience the wonders of travelling in the TARDIS. Book One takes us back to the scrapyard where it all began. Scheduled to ship in November 2023.
CB7 1334\$39.99





DOCTOR WHO RPG: SECOND EDITION - ADVENTURE BOOK TWO

Doctor Who: Sixty Years of Adventure celebrates the world's longest-running science fiction television show, with a joyous time travelling extravaganza. Join us for the highlights of the world's most beloved Time Lord's amazing adventures. Encounter terrifying Daleks, Cybermen, and countless other unforgettable enemies. Experience the wonders of travelling in the TARDIS. Book Two begins with the War Doctor and the shattering end of the Time War. Scheduled to ship in November 2023. CB7 1335\$39.99



WARHAMMER 40K WRATH & GLORY RPG: STARTER SET

Learn the *Wrath & Glory* rules as you play *Traitor's Hymn*, a 48 page adventure set aboard a beleaguered flotilla of ships trapped in the Gilead System. The Adventure teaches you and your friends how to play - no prep required. The *Varonius Flotilla* - a guide to the ships, crew, and brutal internal politics of the fleet led to Gilead by the Rogue Trader Jakel Varonius. Scheduled to ship in January 2024. CB7 2618\$39.99

DECK & DICE GAMES

THE DICE OF DEATH & DISMEMBERMENT

Scheduled to ship in December 2023. DDG DODADSET02\$25.00



DEVIR AMERICAS

THE WHITE CASTLE

Explore the Himeji Castle with a new design from the authors of *The Red Cathedral*! In *The White Castle* you will wisely manage the gardeners, warriors and courtesans of your clan to accumulate the maximum number of points possible. Seek the favor of Daimio, administer your resources and optimize your actions to dominate the most impressive fortress of modern Japan.

DVR DEVWHITECASTLE\$39.99

DIRE WOLF DIGITAL

SPOTLIGHT ON

DUNE - IMPERIUM: UPRISING (STAND-ALONE OR EXPANSION)

After betraying and destroying House Atreides, the Emperor has given the Harkonnens control over the planet Arrakis once more. But a mysterious warrior named Muadib has risen to power among the Fremen, threatening the schemes of the Emperor and his allies. No house or faction can stand idle as the flow of spice to the Imperium is threatened by all-out war. But any power can be or betrayed. *Uprising* is a stand-alone sequel that expands on *Dune: Imperium's* blend of deck-building and worker placement. Scheduled to ship in December 2023. DWD 01015\$60.00



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players

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EVIL HAT PRODUCTIONS



GIRL BY MOONLIGHT RPG HARDCOVER

Girl By Moonlight is a standalone roleplaying game about Magical Girls facing tragic struggles and scoring defiant triumphs.

EHP 0062 \$30.00

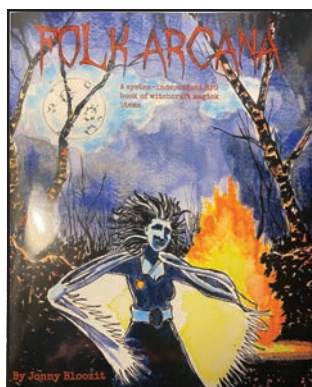
EXALTED FUNERAL PRESS



DUCKQUEST

Nominated for a 2023 *Ennie* for Cartography! Quack upon a time, in the days of the Quacken, between the age when Atlas Isle was swallowed by the Maelstrom, and the rise of the Ducks of Anas, there was a lot of really funky stuff going on in AquaLoonia. And unto this, a party of Adventurers, destined to have a really good time. Only YOU can tell their saga. Only YOU can tell of their tales of high adventure! Scheduled to ship in November 2023.

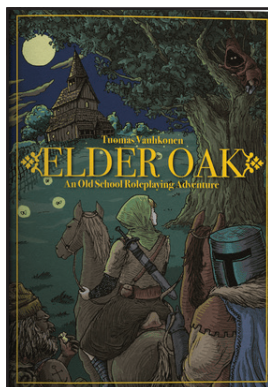
EFP 01024 \$25.00



FOLK ARCANA

Folk Arcana is a system-independent book of witchcraft magic items, with a focus on storytelling possibilities, rather than tactical combat effects. Guaranteed to add a dash of narrative spice to your table. Potions and spells, baubles and charms, they all come to see old Saffra. What is it you're wanting? Love? Protection from the evil eye? Maybe you'd like to know what the Gods have in store? An amulet, is it? Very well, but keep it out of sight! Scheduled to ship in December 2023.

EFP 01036 \$20.00



ELDER OAK: DARKLY PSYCHEDELIC DUNGEON

In a forest village, the church bell chimes for morning service. The good folk bow their heads in desperate prayer, recalling the sins and horrors of nights past: neighbours kidnapped, man-things lurking in the woods, and sightings of giant snakes. Their preacher is powerless to help, but the old oak tree in the village calls to them - A silent battle rages for their souls. Dark secrets await below the blood-soaked earth and black roots, under the Elder Oak. Scheduled to ship in December 2023.

EFP Z0077 \$16.00



KOSMOSAURS

You are a dinosaur. You are a Kosmo Ranger. You are a Kosmosaura protector of the galaxy. You and your companions travel through the stars to help all sorts of people, planets, and organizations by preventing disasters, battling assassin robots, banishing chaos mutants from the Void Dimension, and facing all kinds of weird dangers. Written by *Ennie* Award Winning game designer Diogo Nogueira, inspired by John Harper's *Lasers Feelings and Blades in the Dark*. Scheduled to ship in November 2023.

EFP 01035 \$30.00



LIMINAL HORROR

Liminal Horror is a stand alone roleplaying game that features a classless, rules lite system that eschews leveling for high lethality and narrative growth. Players act as investigators navigating a modern world full of terrible and unknowable things that hide in the spaces between, looking for a way in. Developed as a modern cosmic horror hack of *Yochai Gals Cairn* (inspired by *Into the Odd* and *Knave*), it adds a Stress - Stress Fallout system that warps characters the closer they get to the abyss. Scheduled to ship in November 2023.

EFP Z0002 \$12.00



CONVOKE WHAT DOOM YE ANGELS HATH WROUGHT

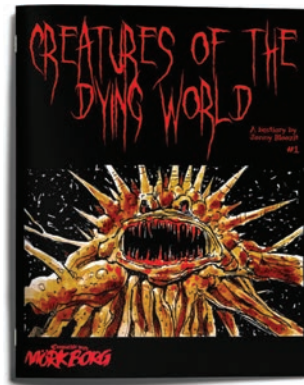
Compatible with *Mork Borg*. Machinery infested death-fugue, a wild ride through desolation and back again. Take control of a Machination of Abaddon, a titan of flesh and steel and bone. Find your pilot, soul bound to your hulking stature. Harness the desolation triggers by mining your own sadness to supercharge your walking fortress. Scream in horror as metal beasts go berserk and ransack forsaken townships. Tattoo yourself with flesh scrolls and unlock power previously bound to demonic entities. Scheduled to ship in November 2023.

EFP Z0056 \$15.00

CREATURES OF THE DYING WORLD: ISSUE 3

Creatures of the Dying World is a *Mork Borg* compatible bestiary, with lavishly illustrated monsters and an emphasis on folklore over combat stats. These monsters are easily convertible to any system, and designed to function as plot devices and writing prompts to spur your imagination. Volume 3 mines the alien world of insects to produce Lovecraftian Things that Should Not Be. Includes a d66 Table of Delusional Afflictions; an optional sanity mechanic which provides narrative prompts, without removing the character from the game. Scheduled to ship in November 2023.

EFP Z0057 \$20.00



CREATURES OF THE DYING WORLD

Your grave-robbing tools clink together as your boots crunch softly in the frozen muck on the edge of Graven-Tosk. Suddenly, green eyes appear, winking on and off in the gloom. You unsling your pickaxe as you squint at the unfamiliar silhouettes. What the hell are those things? Not goblins! If only you had shelled out the silver for that book from the old man in the market at Galgenbeck, you might have known what you now face. Scheduled to ship in November 2023.

EFP Z0010 \$20.00

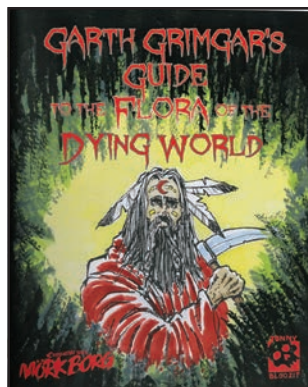


CREATURES OF THE DYING WORLD: ISSUE 2

24 pages, 8x10, saddle stitched zine, color throughout. *Creatures of the Dying World* is a *Mork Borg* compatible bestiary, with lavishly illustrated monsters and an emphasis on folklore, this second issue mines the cryptozoology of the world to bring you even more fantastical creatures. These are not mere bags of combat stats - their rich, folkloric backgrounds serve as writing prompts that help add spice and flavor to your game setting. Scheduled to ship in November 2023.

EFP Z0035 \$20.00





GARTH GRIMGAR'S GUIDE TO THE FLORA OF THE DYING WORLD

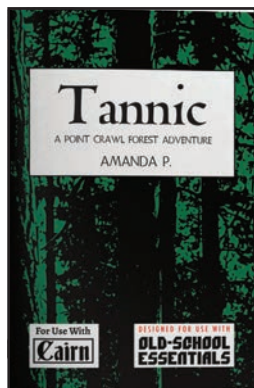
Garth Grimgar's Guide to the Flora of the Dying World is a supplement for MORK BORG, a companion volume to *Creatures of the Dying World*. It features: 16 detailed entries on flora found throughout the Dying World, lavish full color illustrations, stats and game play effects for MORK BORG. Scheduled to ship in November 2023.

EFP Z0072\$18.00

RUNNING OUT OF TIME: CYBERPUNK RPG

Running Out Of Time is a minimalist, classically-inspired RPG about survival and empathy in a dystopian cyberpunk future, where time is literally money and you only have a few days left to live, unless you start making more Time, or stealing for those that have too much. Characters in this game are runners, people who realized the game was stacked against them and decide to act. They become mercenaries, revolutionaries, justice seeker and vigilantes. Scheduled to ship in December 2023.

EFP Z0076\$20.00



TANNIC: DUAL STATED ADVENTURE FOR OSE & CAIRN

Since days of old, the village of Tannic has celebrated the summer equinox with an elaborate festival...During this fortnight of festivities, young villagers prove their courage by camping deep in the forest. 4 days ago, three village youth embarked on their coming of age ritual during the midsummer festival. 3 days ago, they failed to return. Can you brave the haunted forest and bring them home to safety? Tannic is a love letter to pine barrens, youthful adventures, and campfire stories. Scheduled to ship in December 2023.

EFP Z0075\$20.00

ULTRAVIOLET GRASSLANDS: MAP PACK

A map of the *Ultraviolet Grasslands*, so long it must come in two parts. Scheduled to ship in November 2023.

EFP 01026\$12.00



ULTRAVIOLET GRASSLANDS: REFEREE'S SCREEN

A screen containing ready reference tables for a referee leading groups through the *Ultraviolet Grasslands*. Scheduled to ship in November 2023.

EFP 01027\$15.00

PATHFINDER



FLIP MAT: NIGHT MARKET & SHRINE

Whether it's the bustling wonders of a night market in the city or the idyllic scenery along a path to a shrine, danger can strike at any time!

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FLIP MAT CLASSIC: ARCANIC DUNGEONS

Exploring an archmage's vaults or delving through magical dimensions? This double-sided combat map is the perfect place for magical confrontations.

PZ031046 MSRP \$16.99



SEASON OF GHOSTS: TO BLOOM BELOW THE WEB

As spring arrives, the town of Willowshore begins to recover but repercussions quickly manifest as a new threat invades. Will Willowshore ever find peace?

PZ090199

MSRP \$26.99



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ULTRAVIOLET GRASSLANDS: SECOND EDITION

Welcome to *The Ultraviolet Grasslands*, the roleplaying game of heroes on a strange trip through mythic steppes in search of lost time, broken space, and deep riffs. *The Ultraviolet Grasslands* and the *Black City* is a tabletop roleplaying game book, half setting, half adventure, and half epic trip; inspired by psychedelic heavy metal, the Dying Earth genre, and classic Oregon Trail games. It leads a group of heroes into the depths of a vast and mythic steppe filled with the detritus of time and space and fuzzy riffs. Scheduled to ship in November 2023.

EFP 01025 \$50.00



ULTRAVIOLET GRASSLANDS: SYNTHETIC DREAM MACHINE - ETERNAL RETURN KEY

The roleplaying system designed specifically for *Ultraviolet Grasslands*! SDM: your gateway to a strange trip through the uncharted territories of post-consciousness. Dare to dream bolder, play fiercer, and transcend the mundane - the Synthetic Dream Machine awaits. A psychedelic roleplaying game with dice and a referee. SDM: the anti-canon rpg system formerly known as SEACAT. *Eternal Return Key*: an alternate start for the *Ultraviolet Grasslands* and the *Black City*. Scheduled to ship in November 2023.

EFP Z2027 \$15.00



VOPAI ALMANAC

You hold in your hands a tome most prestigious, said to have been scribed by the sure, steady hand of the goddess of swords herself! Her pen, a rapier! Her scribbles, the blood of countless challengers! Her words, a scripture of violence! Within these pages you will find 22 magical blades of all sorts. Dare you harness the inner magic of the crystalline sword Mournshard? Are you willing to pay the price to tame the hellbound blade Nygotha, the Crimson Requiem? Do you possess the mettle to command Videns, the Sword of Many Teeth? Scheduled to ship in November 2023.

EFP 01028 \$30.00

FANROLL



DICE ROLLING SCROLL: BLACK

Scheduled to ship in December 2023.

MET 563 \$19.99



DICE ROLLING SCROLL: LEATHER

Scheduled to ship in December 2023.

MET 562 \$19.99

FREE LEAGUE PUBLISHING



ALIEN RPG: BUILDING BETTER WORLDS

All the wonder and danger of the stars is yours - if you can just wipe the grime off your face and dig the dirt out from under your fingernails first. Airless moons circle swirling gas giants, eager to be transformed into tomorrow's paradise. Dark ancient mysteries wait to be unearthed beneath a millennium of debris. Searing solar flares boil your flesh and blacken your bones as you harness their power to light a hundred worlds. Long lost mysteries lie entombed in the frozen hearts of icy comets. Even the truth of humanity's origins awaits you out there, orbiting some dying star. And out there amongst it all is something truly horrifying—something that nature never intended. Something alien.

FLF ALE017 \$44.99



THE LORD OF THE RINGS RPG: RUINS OF ERIADOR CAMPAIGN (5E)

Eriador, the lone-lands described in *The Lord of the Rings*, comes alive as never before in this supplement for *The Lord of the Rings* Roleplaying, the 5E adaptation of the *The One Ring* tabletop roleplaying game based on the works of J.R.R. Tolkien. A region often described as deserted becomes a crucible for adventure, offering many hours of gameplay. Scheduled to ship in November 2023.

FLF LTR004 \$39.99



THE LORD OF THE RINGS RPG: TALES FROM ERIADOR ADVENTURE (5E)

Tales From Eriador is a beautifully illustrated hardback compendium containing six adventures for *The Lord of the Rings* Roleplaying, the 5E adaptation of the *The One Ring* tabletop roleplaying game based on the works of J.R.R. Tolkien. All set in the lone-lands of north-western Middle-earth, the adventures can be played individually, or as part of a larger tale. Scheduled to ship in November 2023.

FLF LTR005 \$39.99



MUTANT: YEAR ZERO - AD ASTRA

Ad Astra is a thrilling campaign module for *Mutant: Year Zero* that takes the player characters from the devastated surface of Earth into orbit, out into the solar system, and perhaps further still. *Ad Astra* can be played stand-alone or as a direct continuation of the Path to Eden campaign in the *Mutant: Year Zero* core rulebook. The book also includes rules for playing *Mutant: Year Zero* in space and an overview of the solar system with ideas for further adventures.

FLF MUT009 \$39.99

THE ONE RING RPG: TALES FROM THE LONE-LANDS ADVENTURE (5E)

Tales From the Lone-Lands collects six pre-written stories for adventurers to test their mettle against. All of them can be played individually, but you're also able to combine them into a longer narrative if you'd prefer. Crucially, these stories are more in-line with *The Lord of the Rings* in terms of tone than the light-hearted, Shire-based Starter Set; there are hints of an increasing threat as Sauron grows in power. Scheduled to ship in November 2023.

FLF TOR012 \$39.99



SYMBARIUM RPG: DAVOKAR AWAKENS

In the sixth and final episode of the Chronicle of the Throne of Thorns the darkness of Davokar rises up to attack all living beings in the region. Before the end, the fate of the game world will be decided, and the player characters will have a huge impact on how it all turns out.

FLF SYM032 \$39.99



THE WALKING DEAD UNIVERSE RPG: CORE RULES

The Walking Dead Universe Roleplaying Game Core Rulebook features rules designed on the basis of Free League's award-winning Year Zero Engine. It includes everything you need to create player characters, as well as the challenges those characters will face in the world of the dead. Scheduled to ship in November 2023.

FLF TWD001.....\$57.99

THE WALKING DEAD UNIVERSE RPG: STARTER SET

The boxed Starter Set for The Walking Dead Universe Roleplaying Game includes a condensed rulebook, pre-generated characters, and the first full-length survival scenario for you to play. Scheduled to ship in November 2023.

FLF TWD003.....\$39.99



THE WALKING DEAD UNIVERSE

amc

ROLEPLAYING GAME

THE WALKING DEAD UNIVERSE RPG: BASE DICE

Scheduled to ship in November 2023.

FLF TWD005.....\$19.99

THE WALKING DEAD UNIVERSE RPG: GM SCREEN

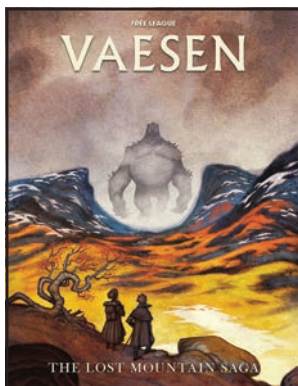
Scheduled to ship in November 2023.

FLF TWD004.....\$24.99

THE WALKING DEAD UNIVERSE RPG: STRESS DICE

Scheduled to ship in November 2023.

FLF TWD006.....\$19.99



VAESEN NORDIC HORROR RPG - LOST MOUNTAIN SAGA ADVENTURE

The Lost Mountain Saga is a campaign of five mysteries, where you will explore ancient myths and old Nordic folk tales as you get entangled in social intrigue and encounter unspeakable horrors while you travel across the Mythic North. Scheduled to ship in October 2023.

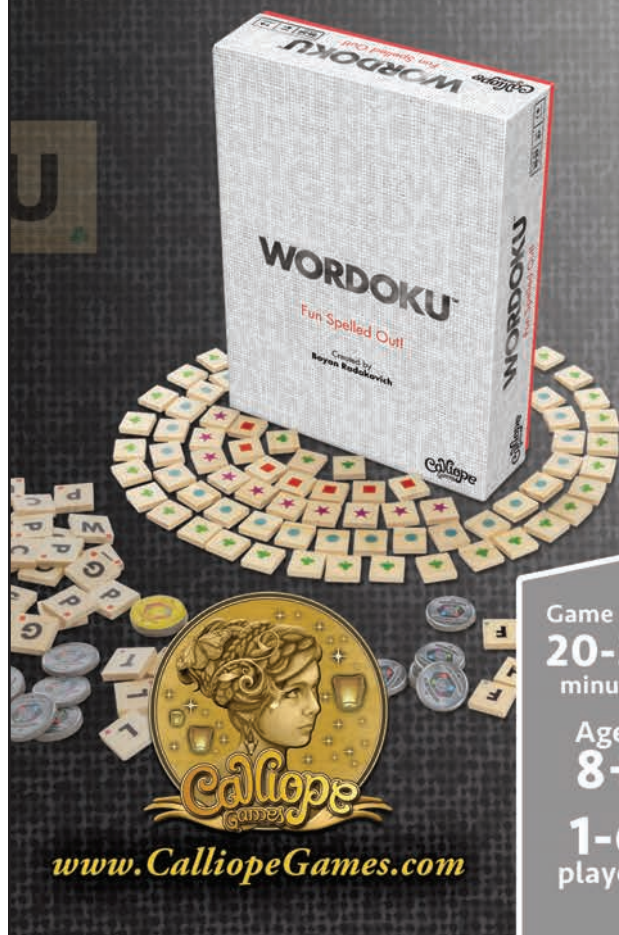
FLF VAS16.....\$39.99

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High-quality hard plastic 30mm scale miniatures, representing the iconic heroes from the 1986 film ALIENS™. Perfect for painters and collectors, or to enhance your table-top roleplaying experience.

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Bishop
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ALIENS: ASSETS & HAZARDS

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Creative immersive environments by adding new Aliens assets & hazards to your tabletop

2x Facehuggers
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2x Sentry Guns
6x Computer Terminals
16x Crates



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ALIENS15

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NOW

ALIENS: ALIEN WARRIORS



They're coming outta the walls. They're coming outta the goddamn walls.

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8x Alien Warriors
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1x Alien Guard
1x Alien Scout
1x Alien Skulker

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ALIENS18

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ALIENS: ALIEN QUEEN

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GET AWAY FROM HER! The mother of the Xenomorph hive, ready to begin a murderous rampage should anything happen to her eggs.

Contains:

1x Alien Queen



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ALIENS19

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WORLD OF TANKS: STARTER SET

World of Tanks: Miniatures Game is an easy to learn, quick play game, where you take command of a unit of tanks, destroy your opponent and secure victory!

Contains everything you need to play including dice, cards, and terrain.

Includes 4 fully-painted plastic tanks.



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WORLD OF TANKS: MAUS



Coming in at almost 200 tonnes, the German Maus is an iconic heavyweight champion, capable of shrugging off almost all incoming fire.

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WOT70

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WORLD OF TANKS: T29

NEW



The American T29 is the start of an instantly recognisable heavy tank line, with incredibly strong frontal armour and a huge 105mm gun to boot.

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WOT71

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NEW

WORLD OF TANKS: IS-3



The Soviet IS-3. The rounded turret and piked frontal armour make the Soviet IS-3 stand out on the battlefield, along with its ability to bounce round after round.

AVAILABLE NOW

WOT72

\$13

WORLD OF TANKS: CENTURION MK.1

NEW



The mobile British Centurion Mk. 1 is the perfect upgrade platform, with upgrades to both the gun and turret increasing armour and firepower.

\$13

WOT73

AVAILABLE NOW



GHOST GALAXY

**MINDBUG: FIRST CONTACT - NEW SERVANTS EXPANSION**

New monstrous (and often hilarious) minions await your bidding (or the manipulations of a Mindbug) with the *First Contact: New Servants* expansion. No less than twenty-four additional creatures await in this fun expansion, fully compatible with any Mindbug set. Let the madness expand! Mindbug was co-designed by Richard Garfield (of *Magic: The Gathering*, *Netrunner*, and *King of Tokyo* fame). Scheduled to ship in October 2023.

GHO MB02\$12.99

GHOSTFIRE GAMING

**GRIM HOLLOW RPG: BATTLEMAPS OF ETHARIS**

Bring your campaign to life with this pack of Tactical Maps! Inside, you'll find 10 30x30 inch maps featuring key Grim Hollow locations. Each map will arrive in high quality poster paper, with full color art. There will be no need to get the markers out and draw your surrounds with these ready to play maps! Scheduled to ship in December 2023.

GOS 001006\$21.99

**GRIM HOLLOW RPG: DARKWOOD GAMING CHEST**

This beautifully engraved wooden gaming chest is embellished with a gold painted trim and matching hinges, featuring engraving of the infamous *Grim Hollow* class symbols, with a bright and vibrant red velvet inside, creating a plush rolling surface for your dice. Scheduled to ship in December 2023.

GOS 001007\$56.99

**GRIM HOLLOW RPG: FABRIC MAP OF ETHARIS**

From the frigid lands of Valika to the sunless skies of Ostoya, Etharis is a land of depth and character. Now you and your party can travel across the land with clarity and style with this premium fabric map. This high detail map comes with the entire map and compass of Etharis. Made from a durable and fade resistant fabric, if you happen to have one too many at your tavern crawl you can simply pop this in with your next washing load. Scheduled to ship in December 2023.

GOS 001009\$14.99

**GRIM HOLLOW RPG: GM SCREEN**

Scheduled to ship in December 2023.

GOS 001005\$19.99

**GRIM HOLLOW RPG: LAIRS OF ETHARIS MAP PACK**

Grim Hollow: Lairs of Etharis Map Pack features the physical maps to the lairs that can be found in our Lairs PDF and Lairs Soft Cover Booklet! These 20 Lairs cover bigger, deadlier and more dangerous threats to Etharis, cranking the danger all the way up to level 14. Scheduled to ship in December 2023.

GOS 001004\$21.99

**GRIM HOLLOW RPG: METALLIC DICE**

Scheduled to ship in December 2023.

GOS 001008\$49.99

**GRIM HOLLOW RPG: THE CAMPAIGN GUIDE**

Grim Hollow provides everything Players and GM's require in order to bring their Grim-Dark setting to life. Do you dare set foot within the world of Etharis? A godless, unforgiving, war-torn world filled with Curses, Plagues & Ghoulish Creatures. A civilization that has long forgotten hope and now clings on desperately for survival. Scheduled to ship in December 2023.

GOS 001001\$50.00

**GRIM HOLLOW RPG: THE PLAYERS GUIDE**

This *Dungeons and Dragons* supplement is compatible with 5th Edition and designed to be friendly for both beginners and veterans alike! The *Players Guide* is the perfect companion for players who wish to enhance their character and bring the feel of a gritty setting to their campaign. Scheduled to ship in December 2023.

GOS 001002\$50.00

**GRIM HOLLOW RPG: THE MONSTER GRIMOIRE**

Grim Hollow: The Monster Grimoire is the ultimate Bestiary for any dark fantasy campaign! The Grimoire also provides specific lore and suggested salvage for each creature, adding an increased level of depth to the terrifying foe that will be brought to your table! Offering over 400 new monsters that roam the realms of Etharis; these creatures can fit nicely into any 5th Edition campaign, allowing GMs to challenge, frighten and delight their players. Scheduled to ship in December 2023.

GOS 001003\$50.00

HEGEMONIC PROJECT GAMES

HEGEMONY: LEAD YOUR CLASS TO VICTORY

Hegemony is an asymmetric politico-economic card-driven board game for 2-4 players that puts you in the role of one of the socio-economic groups in a fictional state: The Working Class, the Middle Class, the Capitalist Class and the State itself. The Working class controls the workers. The Capitalist class controls the companies. The Middle class combines elements from both the Working class and the Capitalist. It has workers who can work in the Capitalist's companies but it can also build companies of its own, yet smaller. Scheduled to ship in November 2023.

HPG HEG01\$99.99



IELLO

**ANCIENT KNOWLEDGE**

Ancient Knowledge is a strategic card game in which you erect monuments and build artefacts to pass on your knowledge. Time will make your constructions ephemeral, so make the right decision and combine the many cards at your disposal, because all knowledge is doomed to disappear... It's up to you to find the best synergy so that you can pass down knowledge before the decline of the emblematic monuments you have constructed, monuments we still find nowadays in the four corners of the globe.

IEL 70107\$49.99



DWARF KING

The Dwarf King (Le Roi des Nains) is a trick-taking game played with a deck of 53 cards: three suits (Dwarves, Goblins and Knights) of thirteen cards each and fourteen special cards. The game also includes twenty contract tiles. Scheduled to ship in October 2023.

IEL 51901\$17.99

FOODIE FOREST

This Reiner Knizia concoction is a sort of a trick-taking game, but instead of everybody playing one card and seeing which one wins the trick, everybody takes turns adding cards until the total adds up to 10 or more and the player who added that card takes the whole pile. Scheduled to ship in October 2023.

IEL 70004.....\$17.99

ION GAME DESIGN



PAX HISPANICA

For more than 100 years, World Book has been the worlds premier reference source that stands for trust and expansive knowledge, covering almost every subject imaginable. Pax Hispanica is one of the board games being launched in the partnership between World Book and Ion Game Design. Pax Hispanica is an economical, asymmetric strategy game featuring nautical pirates. You will start as a callow teenager seeking fame and fortune in the Caribbean in 1598. Scheduled to ship in March 2024.

REGULAR VERSION ION SMG35.....\$79.00

DELUXE VERSION ION SMG35X\$129.00



PAX HISPANICA: PROMO PACK 1 - CONQUISTADORES

Prequel Pack of 14 Cards. This scenario starts a century earlier, in the Age of Discovery beginning in the year 1498, when the Caribbean was unexplored. Scheduled to ship in March 2024.

ION SMG35P1\$10.00



PAX HISPANICA: PROMO PACK 2 - CAPTAINS

Each of these 14 new Haven Cards depicts a pirate Captain from the Golden Age of Piracy after the 1701-15 Spanish Succession. Most were members of the flying gang group of outlaws. They replace the 14 existing Haven Cards in the game and follow the same rules, with the following additions: Scheduled to ship in March 2024.

ION SMG35P2.....\$10.00

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: FIRE KINGS STRUCTURE DECK DISPLAY (8)

Extreme Heat Ahead! Melt through the snow and ice this December with a revamped Fire Kings Structure Deck! Intensify your Deck's firepower with brand-new Monster, Spell, and Trap Cards that unleash the true destructive power of Fire King High Avatar Garunix! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86424\$95.92



YU-GI-OH! TCG: YUGI & KAIBA QUARTER CENTURY 9-POCKET DUELIST PORTFOLIO

Protect your collection in style with the all-new Yu-Gi-Oh! Trading Card Game Yugi & Kaiba Quarter Century 9-Pocket Duelist Portfolio! The front of the Portfolio features brand-new dynamic artwork of Yami Yugi with a bold Quarter Century logo and the back features a fresh new action shot of Seto Kaiba! Celebrate the 25th anniversary with these two incredible Yu-Gi-Oh! icons that started it all!

KON 86370.....\$9.99



YU-GI-OH! TCG: YUGI & KAIBA QUARTER CENTURY CARD CASE

The celebrations for the 25th Anniversary of the Yu-Gi-Oh! card game continue with the Yugi & Kaiba Quarter Century Card Case for the Yu-Gi-Oh! Trading Card Game! Protect your Deck with the perfect Card Case featuring brand-new dynamic artwork of Yami Yugi and Seto Kaiba with a bold Quarter Century logo ensuring the Yugi & Kaiba Quarter Century Card Case will be a treasured classic for the next 25 years and beyond!

KON 86368\$4.99



YU-GI-OH! TCG: YUGI & KAIBA QUARTER CENTURY CARD SLEEVES PACK (100)

The Official Yu-Gi-Oh! Trading Card Game (TCG) Yugi & Kaiba Quarter Century TCG Card Sleeves help Duelists keep their cards secure and protected during Duels. Protect the cards in your Deck with Card Sleeves featuring brand-new dynamic artwork of Yami Yugi and Seto Kaiba with a bold Quarter Century logo! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86366.....\$9.99



YU-GI-OH! TCG: YUGI & KAIBA QUARTER CENTURY GAME MAT

The celebrations for the 25th Anniversary of the Yu-Gi-Oh! card game continue with the Yugi & Kaiba Quarter Century Game Mat for the Yu-Gi-Oh! Trading Card Game! This Game Mat showcases brand-new dynamic artwork of Yami Yugi and Seto Kaiba with a bold Quarter Century logo ensuring the Yugi & Kaiba Quarter Century Game Mat will be a treasured classic for the next 25 years and beyond!

KON 86372.....\$16.99



IRONGUARD SUPPLIES

IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Got some cards that are a little... thick? Protect those cards that have a little extra something something with our roomier 75pt, 100pt and 130pt Magna-Armor magnetic cardholders. No need to cram them into smaller cardholders and make things awkward. Available in a counter display of 20.

- 75pt Magna-Armor Holders DIA STL258372 PI
- 100pt Magna-Armor Holders DIA STL258374 PI
- 130pt Magna-Armor Holders DIA STL258375 PI



IRONGUARD MAGNA-ARMOR COLOR MAGNETIC CARD HOLDERS

A Magna-Armor magnetic cardholder is already the perfect treatment for special cards, but what about those cards that are a little more special? Make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display of 25.

- Yellow 35pt Magna-Armor Holders DIA STL258750 PI
- Black 35pt Magna-Armor Holders DIA STL258371 PI



IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

- 10-Card-Pack Magna-Armor Holders DIA STL258367 PI
- 15-Card-Pack Magna-Armor Holders DIA STL258370 PI



IRONGUARD CARD TOPLOADERS

Got some cards that are a little... husky? Protect those cards that have a little extra something something with our wide-mouthed 100pt, 130pt and 180pt Toploaders. No need to wedge your cards into a narrow toploader, these leave room for profits to grow!

- 100pt Card Toploaders (pack of 25) DIA STL258374 PI
- 130pt Card Toploaders (pack of 10) DIA STL258388 PI
- 180pt Card Toploaders (pack of 10) DIA STL258391 PI



IRONGUARD PENNY SLEEVES

Keep your thicker trading cards safe as houses with IronGuard's new 130pt Penny Sleeves. It's quick, affordable protection for all of your treasured cards.

- 130pt Standard Penny Sleeves (pack of 100) DIA STL258392 PI

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**IRONGUARD
SUPPLIES**

GAMES

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GTM

**NOV
2023**

35



IRONGUARD 8" X 10" PHOTO TOPLOADERS

If you're going to get a photo signed, don't just tack it to the wall – protect it for all time with the 8" x 10" Toploader from IronGuard! This rigid frame is the perfect size for publicity stills and head shots, and will keep your collection crisp and organized. Available in packs of 5.

8" x 10" Toploaders DIA STL258383 PI



IRONGUARD COMIC BOOK TOPLOADERS

Looking for a way to protect your comic books beyond bags and boards? Keep them in a rigid frame with IronGuard's comic book-sized toploaders, available in four varieties for the four most common sizes. You'll never look at comic protection the same way again! Available in packs of 5.

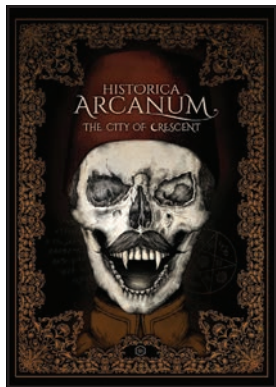
Current Size Toploader DIA STL258377 PI
Silver Age Size Toploader DIA STL258379 PI
Golden Age Size Toploader DIA STL258380 PI
Magazine Size Toploader DIA STL258382 PI

STILL AVAILABLE

IRONGUARD 9 POCKET DELUXE PORTFOLIO BLACK DIA STL230316 PI
IRONGUARD 9 POCKET PAGES 25 COUNT PACK DIA STL230307 PI
IRONGUARD 9 POCKET PAGES 25 COUNT BLACK PACK DIA STL230313 PI
IRONGUARD BOARD GAME SLEEVES 100 PACK DIA STL230327 PI
IRONGUARD BOARD GAME SLEEVES MINI 100 PACK DIA STL230328 PI
IRONGUARD BOARD GAME SLEEVES TAROT 100 PACK DIA STL230331 PI
IRONGUARD CARD SLEEVES BLACK 50 PACK DIA STL230344 PI
IRONGUARD CARD SLEEVES YELLOW 50 PACK DIA STL230333 PI
IRONGUARD DECK PROTECTOR BOX DIA STL230348 PI
IRONGUARD MAGNA-ARMOR CARD HOLDERS 35PT RETAIL PACK OF 25 DIA STL215480 PI
IRONGUARD MAGNA-ARMOR CARD HOLDERS 55PT RETAIL PACK OF 25 DIA STL215481 PI
IRONGUARD PENNY SLEEVES STANDARD 100 PACK DIA STL230325 PI
IRONGUARD PENNY SLEEVES GRADED 100 PACK DIA STL230326 PI
IRONGUARD SEMI-RIGID CARD SLEEVES RETAIL PACK (200 SLEEVES) PI
IRONGUARD TOP LOADERS 35PT RETAIL PACK OF 25 DIA STL215472 PI
IRONGUARD TOP LOADERS 35PT RETAIL BLACK BORDER PACK OF 25 DIA STL215473 PI
IRONGUARD TOP LOADERS 35PT RETAIL YELLOW BORDER PACK OF 25 DIA STL215474 PI



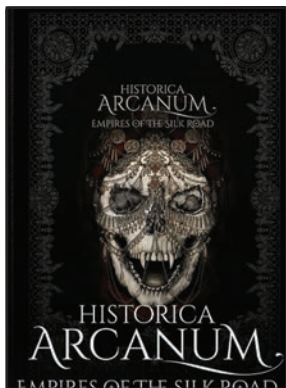
METIS MEDIA



HISTORICA ARCANUM RPG: CITY OF CRESCENT (5E)

Historica Arcanum is an Alternate History Setting for the 5th Edition. A world where occult secrets hide within the dusty tomes of history. The City of Crescent takes place in the 19th Century Istanbul - the Imperial crossroads of continents and cultures. Within the story, you will dungeon crawl through real landmarks, and meet and fight alongside real historical figures residing in the Eternal City of Istanbul. For the world of *Historica Arcanum*, we want to give the readers all around the world as authentic of an experience as possible. Scheduled to ship in November 2023.

MEM 10001\$49.00



HISTORICA ARCANUM RPG: EMPIRES OF THE SILK ROAD SETTING GUIDE (5E)

A 250 page *Setting Guide*, *Historica Arcanum: Empires of the Silk Road* takes place in the 13th Century Silk Road. Within this sourcebook, you will find everything you need create a legendary campaign inspired by the myths and legends of the Silk Road. You awaken, surrounded by the dunes near Samarkand, your last spell still burning your veins. With this sourcebook, you'll get everything you need to explore this legendary region; including maps, creatures, side quests, and relics! Scheduled to ship in November 2023.

MEM 10003\$29.00

HISTORICA ARCANUM RPG: HERALD OF RAIN ADVENTURE MODULE (5E)

5th Edition's Historical Universe returns. A 250 page *Adventure Module*, *Historica Arcanum: Herald of Rain* takes place in the 13th century Silk Road. Within this adventure, the party will clash against the legendary Grand Master of the Assassin Order, Sabbah. Scheduled to ship in November 2023.

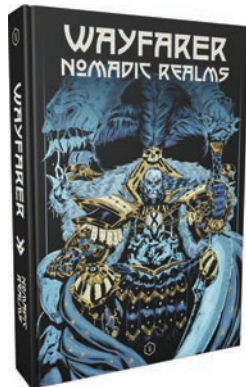
MEM 10002\$34.00



HISTORICA ARCANUM RPG: THE SILK ROAD BUNDLE (5E)

Historica Arcanum: Empires of the Silk Road takes place in the 13th Century Silk Road. Within these sourcebooks, you will find everything you need create a legendary campaign inspired by the myths and legends of the Silk Road, in addition to a full adventure module! Explore the legendary cities of the Silk Road, from the Necropolis of Samarkand to the House of Wisdom of Baghdad; from the Assassin Stronghold Alamut to the ancient ruins of Babylon. Uncover arcane secrets and discover political conspiracies, mythical creatures and indigenous cultures. Scheduled to ship in November 2023.

MEM 10005\$20.00



WAYFARER RPG: NOMADIC REALMS (5E)

From frozen tundras to scorching sands, from the devious creatures of the underworld, to the exalted Pantheon of the Sky; we are taking you, and your RPG table, on a journey to the world, myths, and legends of the Horselords of the Steppes, inspired by Tibetan, Scythian, Turkic and Mongolian cultures! Whether if you are homebrewing your own setting and need inspiration for unique landscapes, if you want a deep lore ready out-of-the-box, or if you are just looking for well designed 5e gameplay content - we got you covered! Scheduled to ship in November 2023.

MEM 10004\$29.00



MONGOOSE PUBLISHING



TRAVELLER RPG: COMPANION UPDATE 2024

The *Traveller Companion* is a compilation of variant and alternate rules. Variant *Traveller* creation systems allow specific tailoring, whilst alternate combat rules introduce hit locations and wound severity. Rules for hunger, thirst, temperature, atmospheric and water pressure effects make the universe more realistic, not to mention more hazardous. Encounters with animals and vehicles are also covered, along with the consequences of lawbreaking on personal and starship-operations scales. Scheduled to ship in November 2023.

MGP 40101\$49.99

MONTE COOK GAMES

RUST AND REDEMPTION RPG (CYPHER SYSTEM)

Adventure among the ruins of a broken world! Barren crater-pocked wastelands roamed by biker gangs and giant scorpions. Crumbling cities that are lush, overgrown gardens by day - and haunts of the undead by night. Dark ruins patrolled by conquering aliens or mechanical minions of the AI overlord. Whatever your apocalypse, *Rust and Redemption* is your tool for building it into a vivid, compelling Cypher System campaign. Scheduled to ship in January 2024.

MKG 370\$49.99



NERDY PUP GAMES



DUNGEON DATE

Date an owlbear, make friends with a gelatinous cube, backstab your best friend's orc boyfriend! *Dungeon Date* is a fast, fun card game for 1 to 4 fresh-faced adventurers. Build an outfit of stylish adventuring gear, then use your sweet look to romance, befriend, and slay a dungeon-full of monsters! Each turn, players choose and reveal action cards, visiting one of four dungeon doors to encounter monsters in the dungeon. Scheduled to ship in March 2022

NPG 0003\$35.00

PAIZO PUBLISHING

SPOTLIGHT ON

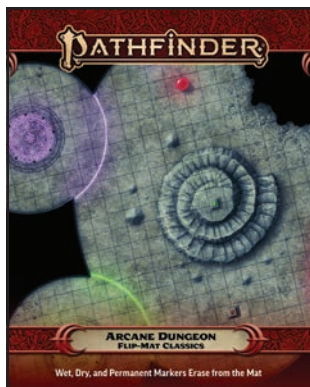


PATHFINDER RPG: ADVENTURE PATH - SEASON OF GHOSTS PART 4 OF 4 - TO BLOOM BELOW THE WEB (P2)

To Bloom Below the Web is a Pathfinder adventure for four 10th-level characters. This adventure continues the *Season of Ghosts Adventure Path*, a four-part monthly campaign in which a band of adventurers must protect their hometown from supernatural peril. This adventure also includes an article to help continue your campaign beyond the scope of this *Adventure Path*, a look at horrific urban legends, spells and feats the PCs can encounter in this adventure, and a mix of brand new monsters to threaten your PCs. Scheduled to ship in January 2024.

PZO 90199\$26.99





PATHFINDER RPG: FLIP-MAT CLASSICS - ARCANES DUNGEON

Whether players are exploring an archmage's vaults or delving through magical dimensions, no Game Master wants to spend time drawing sites for their arcane encounters. Fortunately, with Paizo Publishing's latest *Pathfinder Flip-Mat*, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. Whether it's used as a complete dungeon or as piecemeal puzzles, this double-sided combat map is the perfect place for all manner of magical confrontations and conundrums! Scheduled to ship in January 2024.

PZO 31046.....\$16.99

STARFINDER RPG: FLIP-MAT - DATA CENTER

Protect your data! Whether its digital information stored on computer servers, or ancient magical relics that hold the hidden language of the cosmos, there's always the need to store your data somewhere safe and secure. One side of these maps depicts a futuristic data center with a backroom full of servers, a large open foyer perfect for a long-range gun fight, and countless vents and access points. The opposite side depicts a more mystical repository containing ancient relics, lost tomes, weird bio-vats, and even a portal to dimensions unknown. Scheduled to ship in January 2024.

PZO 7341.....\$16.99

PEGASUS SPIELE NORTH AMERICA



DJINN

Long ago, the Ancient Ones discovered a powerful Magic Source, and over generations, your vibrant community has grown around it. Unfortunately, troublesome creatures called Djinn have been drawn towards the energy emanating from this place and they want to use it for their evil purposes. You are eager apprentices of the Academy of Magical Arts that have been tasked with protecting this natural resource and capturing the Djinn. Who amongst you will be celebrated as the Savior of the Magical Source? Designer Benjamin clever and atmospheric game rewards long-term strategic planning as well as flexibility. Each game of *Djinn* presents a new puzzle to decipher and explore. Scheduled to ship in December 2023.

PNA 55143E.....\$69.99



MEMOARRR!

Memo...ARRR! - it's the wrong card again. Rely on your memory and a bit of pirate luck to find your way off the island before the lava swallows the last of Captain Goldfish's rubies. Scheduled to ship in December 2023.

PNA 18324G.....\$16.49



PREY ANOTHER DAY

The large predators hunt the smaller ones, but they are nimble and can easily escape. Use your animal instincts to outwit the other players and deduce which animals they are sending on the hunt. The first player to capture 5 food markers will be crowned the munch king! Scheduled to ship in December 2023.

PNA 18347E.....\$14.95

STARFINDER



SCOURED STARS SPECIAL EDITION

Starfinder: Scoured Stars is also available as a special edition leatherette hardcover, with a ribbon bookmark.

PZ07252-SE MSRP \$74.99



STARFINDER FLIP-MAT: DATA CENTER

Whether its digital information stored on servers or magical relics that hold the secrets of the cosmos, there's always the need for safe storage.

PZ07341 MSRP \$16.99



STARFINDER: SCOURED STARS ADVENTURE PATH

With most of the Starfinder Society's agents trapped by an impenetrable force field in a distant star system, it's up to a new generation of heroes to step forward and uncover the mystery within the Scoured Stars.

PZ07252

\$54.99



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GAMES

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GTM

NOV 2023

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MICROMACRO: CRIME CITY - SHOWDOWN
 Welcome to Crime City - a city with crime lurking around every corner. Deadly secrets, sneaky robberies and cold-blooded murders are commonplace around here. MicroMacro is a detective game. Together you will solve tricky criminal cases, identify motives, find evidence and convict the perpetrators. A keen eye is equally as important as clever deduction - this is real detective work! *Showdown* is the fourth and final part of the Micromacro: *Crime City* series. Scheduled to ship in December 2023.
 PNA 59064E.....\$34.99

THE SAME GAME

Is a microwave more important to humanity than nappies? How differently does a rocking horse move compared to a windscreen wiper? And don't a pizza cutter and a unicycle look similar in some way? Discuss, as a team, in which categories different objects share things in common. But beware: there is a trap hidden behind one of the categories! Give the right clues, avoid the trap and win *The Same Game* together! Scheduled to ship in December 2023.
 PNA 59059E.....\$29.99



PERPLEX



BOG - 5-PACK
 Hop around lily pads to land on flies and opposing frogs in this battle for the bog. Contains 5 copies of the game. Scheduled to ship in January 2024.
 PEX 1021.....\$30.00



IRK - 5-PACK
 Create community clusters that match the colors you play in your scoring pile. Contains 5 copies of the game. Scheduled to ship in January 2024.
 PEX 1023.....\$30.00



FAR - 5-PACK
 Rule land in an ever-growing kingdom but too much greed will cause a revolt. Contains 5 copies of the game. Scheduled to ship in January 2024.
 PEX 1022.....\$30.00



MAD - 5-PACK
 A trick-taking game in which players balance positive and negative cards. Contains 5 copies of the game. Scheduled to ship in January 2024.
 PEX 1019.....\$30.00



NUT - 5-PACK
 A 'set connecting' game in which players earn points by filling trees with nut clusters. Contains 5 copies of the game. Scheduled to ship in January 2024.
 PEX 1020.....\$30.00



WIN - 5-PACK
 Bet and Influence a horse race to be the player with the most cash. Contains 5 copies of the game. Scheduled to ship in January 2024.
 PEX 1017.....\$30.00



SLY - 5-PACK
 Protect your hens and use your fox to gobble up opponents' hens. Contains 5 copies of the game. Scheduled to ship in January 2024.
 PEX 1024.....\$30.00



YET - 5-PACK
 A card-drafting ariship race for time around a virtual clock. Contains 5 copies of the game. Scheduled to ship in January 2024.
 PEX 1018.....\$30.00

PACK O GAME: SET 3
Scheduled to ship in January 2024.



POP FULL DISPLAY
 Set 3 of the popular Pack O Game line introduces 8 new titles, 5 copies of each, for a total of 40 games. Ultra-portable, strategy gum-pack sized card games. Perfect for checkout/impulse. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
 PEX 8003.....PI

POP SMALL DISPLAY
 4 select titles from Set 3 of the popular Pack O Game line. There are 5 copies of each title in this small display. Ultra-portable, strategy gum-pack sized card games. Titles in this display are Win, Mad, Far, and Sly. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
 PEX 8103.....PI



SPOTLIGHT ON



POKÉMON TCG: COLLECTOR CHEST (FALL 2023)

A treasure chest packed with Pokémon! This sturdy metal case contains more than a dozen special Pokémon goodies, including some not found anywhere else. The *Pokémon Trading Card Game: Collector Chest* includes: 6 Pokémon TCG booster packs, 3 foil cards featuring Meowscarada, Skeledirge, and Quaquaval, 1 cool Pokémon coin, 4 colorful sticker sheets, 1 mini portfolio to store your favorite cards, and 1 code card for *Pokémon TCG Live*.

PUI 210-85305.....PI



POKÉMON TCG: ROARING MOON / IRON VALIANT EX BOX

Awakening from a long-gone world is the ferocious Roaring Moon ex - while the resilient Iron Valiant ex beams in from the future! In this box, you get a promo card and an oversize card featuring either Roaring Moon ex or Iron Valiant ex. Roaring Moon ex is joined by Brute Bonnet and an Ancient Booster Energy Capsule, and Iron Valiant ex comes with Iron Moth and a Future Booster Energy Capsule - all things that your past self would want you to have to help you out in the future. Find even more helpful allies in the included *Pokémon TCG* booster packs!

PUI 290-85271.....PI



SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PARADOX RIFT BOOSTER BUNDLE CASE (25)

Dive into the clouds and explore a land that appears to be unbound by time! With ferocious attacks, Ancient Pokémon like Roaring Moon ex and Sandy Shocks ex appear alongside artificial Future Pokémon like Iron Valiant ex and Iron Hands ex. Meanwhile, Garchomp ex, Mewtwo ex, and others Terastallize to gain new types, as Armarouge ex, Gholdengo ex, and more Pokémon ex join the fray. Adventure awaits as timelines collide in the *Pokémon TCG: Scarlet & Violet - Paradox Rift* expansion! Expand your collection with this Booster Bundle containing six booster packs from *Pokémon TCG: Scarlet & Violet - Paradox Rift*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 187-87412.....PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PARADOX RIFT BOOSTER DISPLAY (36)

Dive into the clouds and explore a land that appears to be unbound by time! With ferocious attacks, Ancient Pokémon like Roaring Moon ex and Sandy Shocks ex appear alongside artificial Future Pokémon like Iron Valiant ex and Iron Hands ex. Meanwhile, Garchomp ex, Mewtwo ex, and others Terastallize to gain new types, as Armarouge ex, Gholdengo ex, and more Pokémon ex join the fray. Adventure awaits as timelines collide in the *Pokémon TCG: Scarlet & Violet - Paradox Rift* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 187-86399.....PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PARADOX RIFT BUILD & BATTLE BOX DISPLAY (10)

Inside you'll find: a 40-card ready-to-play deck including 1 of 4 unique foil promo cards, 4 *Pokémon TCG: Scarlet & Violet - Paradox Rift* booster packs, and a code card for *Pokémon TCG Live*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 187-86421.....PI



POKÉMON TCG: SCARLET & VIOLET - PARADOX RIFT BUILD & BATTLE STADIUM

Build two decks with a friend - and then play right away! This *Pokémon TCG: Scarlet & Violet - Paradox Rift Build & Battle Stadium* contains a massive set of cards, including two *Build & Battle Boxes*. Each *Build & Battle Box* contains four booster packs and a 40-card deck that includes an exclusive foil card. You can play these decks right out of

the box or enhance them with cards from the booster packs. Get ready to face your opponents in the *Build & Battle Stadium*!

PUI 187-85422.....PI

SPOTLIGHT ON

POKÉMON TCG: SCARLET & VIOLET - PARADOX RIFT CHECKLANE BLISTERS CARTON (16)

Dive into the clouds and explore a land that appears to be unbound by time! With ferocious attacks, Ancient Pokémon like Roaring Moon ex and Sandy Shocks ex appear alongside artificial Future Pokémon like Iron Valiant ex and Iron Hands ex. Meanwhile, Garchomp ex, Mewtwo ex, and others Terastallize to gain new types, as Armarouge ex, Gholdengo ex, and more Pokémon ex join the fray. Adventure awaits as timelines collide in the *Pokémon TCG: Scarlet & Violet - Paradox Rift* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 187-85406.....PI



SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PARADOX RIFT ELITE TRAINER BOX

Dive into the clouds and explore a land that appears to be unbound by time! With ferocious attacks, Ancient Pokémon like Roaring Moon ex and Sandy Shocks ex appear alongside artificial Future Pokémon like Iron Valiant ex and Iron Hands ex. Meanwhile, Garchomp ex, Mewtwo ex, and others Terastallize to gain new types, as Armarouge ex, Gholdengo ex, and more Pokémon ex join the fray. Adventure awaits as timelines collide in the *Pokémon TCG: Scarlet & Violet - Paradox Rift* expansion! PUI 187-85416..... PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PARADOX RIFT SLEEVED BOOSTER CASE (144)

Dive into the clouds and explore a land that appears to be unbound by time! With ferocious attacks, Ancient Pokémon like Roaring Moon ex and Sandy Shocks ex appear alongside artificial Future Pokémon like Iron Valiant ex and Iron Hands ex. Meanwhile, Garchomp ex, Mewtwo ex, and others Terastallize to gain new types, as Armarouge ex, Gholdengo ex, and more Pokémon ex join the fray. Adventure awaits as timelines collide in the *Pokémon TCG: Scarlet & Violet - Paradox Rift* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 187-87400..... PI

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET - PARADOX RIFT THREE-BOOSTER BLISTER CARTON (24)

Dive into the clouds and explore a land that appears to be unbound by time! With ferocious attacks, Ancient Pokémon like Roaring Moon ex and Sandy Shocks ex appear alongside artificial Future Pokémon like Iron Valiant ex and Iron Hands ex. Meanwhile, Garchomp ex, Mewtwo ex, and others Terastallize to gain new types, as Armarouge ex, Gholdengo ex, and more Pokémon ex join the fray. Adventure awaits as timelines collide in the *Pokémon TCG: Scarlet & Violet - Paradox Rift* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 187-87403..... PI

PROMETHEUS GAME LABS



MICRO BOTS: DUEL

Micro Bots is a strategic dueling game where you must outmaneuver, and outwit, your opponent. Card effects (attacking, moving, etc.) become more powerful based on the number of cards you have previously placed. So the order you play your cards determines your strategy - do you hold back your big attacks for maximum firepower, or deplete your opponent's defenses with a first strike? Scheduled to ship in January 2024.

PGL MB001 \$15.00

RAVENSBURGER

SPOTLIGHT ON



THE CASTLES OF BURGUNDY: DELUXE EDITION

The *Castles of Burgundy* is set in the Burgundy region of High Medieval France. Each player takes on the role of an aristocrat, originally controlling a small principedom. While playing, they aim to build settlements and powerful castles, practice trade along the river, exploit silver mines, and use the knowledge of travelers. The game is about players taking settlement tiles from the game board and placing them into their principedom, which is represented by a Duchy board

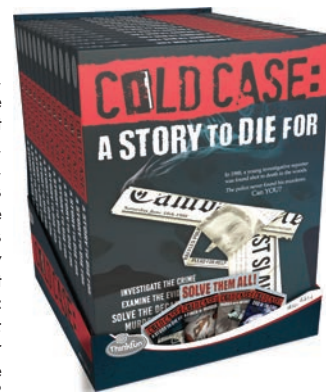
that is placed in the Player board. Scheduled to ship in October 2023.

RVN 26600 \$179.99

COLD CASE: END OF LINE DISPLAY (12)

Two murders plague the small town of Pauvigny, France. On a dark night in 1961, Leonce Junot's body was found after a jewelry heist gone awry and the suspect, Henri Valentine, was arrested and convicted. Two decades later, Henri Valentine was released only to have his body discovered in the morning at the same railway he was apprehended. The whispers around town confuse the situation, and only you can solve both cold cases and figure out who the true murderer is. Packed with realistic documents pertaining to the crime, *Cold Case: End of the Line* challenges you to use your best investigative skills to crack the case. The authorities couldn't figure it out, but can you? Scheduled to ship in October 2023.

RVN 76005 \$14.99



DISNEY VILLAINOUS: FILLED WITH FRIGHT EXPANSION

In *Disney Villainous: Filled with Fright*, one player takes on the role of Oogie Boogie from Tim Burton's *The Nightmare Before Christmas* and attempts to dethrone Jack Skellington, the Pumpkin King. Note that this is a single character expansion and must be combined with a *Disney Villainous* standalone game. Scheduled to ship in October 2023.

RVN 60002044 \$14.99



ESCAPE THE ROOM: MURDER IN THE MAFIA

The latest game from the *Escape the Room* Series. You wake up one morning to find your apartment in shambles. There is a body on the ground and a weapon missing. As you recover from the initial shock, you realize this is a mafia hitman and you don't have a lot of time to figure out how this all happened as the mafia will surely be coming for you. With two problems on your hands, grab a friend or forego alone to figure out the murder and clear your name! Scheduled to ship in October 2023.

RVN 76510.....\$34.99

SPOTLIGHT ON



HORRIFIED: GREEK MONSTERS

On the Isle of Atlantis, excavators have uncovered Pandora's Box... and opened it, unleashing Greece's most notorious monsters and siphoning power from the heroes of the realm! The Gods have called on you as their avatars to trap these beasts once more. Work together to defend against Medusa, Cerberus, Minotaur, Chimera, Siren, and Basilisk. Save the Isle of Atlantis before terror overwhelms you! Scheduled to ship in October 2023.

RVN 60002045.....\$39.99



STAR WARS VILLAINOUS 1000PC PUZZLES

Scheduled to ship in October 2023.



ASAJJ VENTRESS

RVN 17341.....\$29.99



GENERAL GRIEVOUS

RVN 17342.....\$29.99



DARTH VADER

RVN 17339.....\$29.99



KYLO REN

RVN 17340.....\$29.99



MOFF GIDEON

RVN 17343.....\$29.99

Tsuro

The game of the Path.



Your Journey Begins!

Elegant gameplay and gorgeous art bring to life this zen-like modern classic, with intuitive yet strategic design to satisfy all players



Game play
15-20
minutes

Ages
8+

2-8
players



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GAMES

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VAMPIRE

THE MASQUERADE

BLOOD SIGILS

ROLEPLAYING

VAMPIRE: THE MASQUERADE 5E RPG BLOOD SIGILS SOURCEBOOK

- A look into the underground blood magic scene
- Dozens more Thin-Blood Alchemy formulae and Blood Sorcery rituals
- New tools, monstrosities, tomes, and Loresheets!

RGS01122

\$45



JANUARY RELEASE



ROLEPLAYING

VAMPIRE: THE MASQUERADE 5E RPG FALL OF LONDON CHRONICLE

- Be a part of one of the most exciting plot points in World of Darkness
- Decide the final fate of Mithras, once the most powerful Kindred
- Centered around a group of members of the Cult of Mithras

RGS01123

\$50

DECEMBER RELEASE



STRATEGY

SCHOLARS OF THE SOUTH TIGRIS

- New stand alone game in the South Tigris Trilogy!
- Interesting decision each turn as you build your engine and forge your strategic path!
- Intuitive and easy to use solo mode!

RGS02616

\$65

AVAILABLE NOW!



WWW.RENEGADEGAMES.COM

GAMES

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POWER RANGERS

ROLEPLAYING GAME

Finster's Monster-Matic Cookbook

ROLEPLAYING

POWER RANGERS

RPG FINSTER'S MONSTER-MATIC COOKBOOK SOURCEBOOK

- Over 100 new threats
- Power Rangers can be used as threats or player characters
- Sorcerous powers—for villains like Lord Zedd or Rita & player characters

RGS01134

\$55



AVAILABLE NOW!



ROLEPLAYING

G.I. JOE

RPG FEROCIOUS FIGHTERS: FACTIONS AND ACTION VOL. 1 SOURCEBOOK

- 2 Major Factions and 5 Minor Factions!
- New Threats, Vehicles, and Influences!
- Factions are a great way to tell stories with a tighter focus or specific goal!

RGS01139

\$35

AVAILABLE NOW!



ROLEPLAYING

POWER RANGERS

RPG A TIME OF KNIGHT ADVENTURE

- Explores Angel Grove through past and present to save the future.
- Face 5 New Threats, such as the Black Knight, the mythical Dragon, and more!
- For four to six 5th-Level Power Rangers.

RGS01140

\$45

AVAILABLE NOW!



SIRIUS DICE

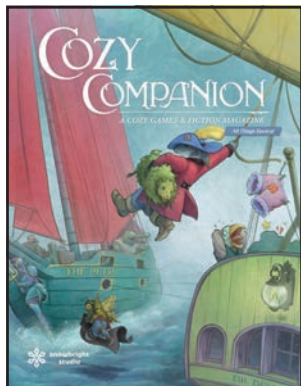
SPOTLIGHT ON



BLACK LOTUS 54MM SPINDOWN D20

SDZ 3001-01 \$59.99

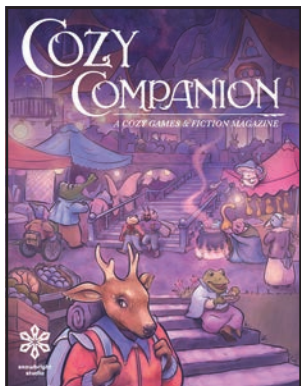
SNOWBRIGHT STUDIO



COZY COMPANION: ALL THINGS NAUTICAL

This issue of Snowbright's cozy games and fiction magazine includes a new ink one shot adventure set in the Ravenous Cliffs and an all new Teatime Adventure featuring cozy pirates and finfolk! Scheduled to ship in October 2023.

SNB 201007 \$20.00



COZY COMPANION: MUSHBY MYSTERIES

This issue of Snowbright's cozy games and fiction magazine includes an all new Teatime Adventure and bonus ancestry focused on our fungi friends, the Mushbys! Scheduled to ship in October 2023.

SNB 201003 \$20.00



COZY COMPANION: RAD POLLINATORS

This issue of Snowbright's cozy games and fiction magazine includes a new mini-RPG set in the Time Tails universe featuring two time traveling cats from the 1980s solving the mystery of Mothman! Scheduled to ship in October 2023.

SNB 201004 \$20.00

SPOTLIGHT ON



INK: CORE RULEBOOK

Battle through the adorably spooky spirit world of ink, a tabletop roleplaying game from Snowbright Studio where you play as the spirits of dead characters exploring the afterlife. Featuring an all new D6-based combat system, customizable power trees driven by Shadow forms, and a unique leveling system that only triggers when you die. Scheduled to ship in October 2023.

SNB 102002 \$25.00

SPIELCRAFT GAMES



FOR GLORY RPG: PREMIUM EDITION

For Glory is the game of gladiatorial combat and deck building for 2 players. Players take on the role of gladiator school owners, or lanistas, in ancient Rome. Scheduled to ship in January 2024.

SCF G000 \$59.99

STEVE JACKSON GAMES



MUNCHKIN: MARKED FOR DEATH MINI-EXPANSION

Munchkin Marked for Death has 17 new cards ready to add to classic Munchkin. By themselves, these 17 cards can be used as programmed demo to let existing fans teach new players. But wait, there's more! This mini-expansion now includes 13 promo cards that we've reprinted to bring this mini-expansion up to 30 cards! Scheduled to ship in January 2024.

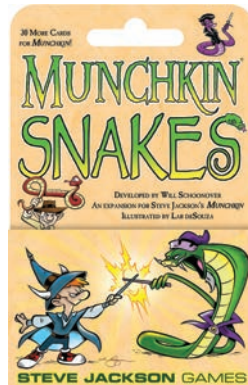
SJG 4210 \$11.95



MUNCHKIN: MUNCHKIN CTHULHU 3 - UNSPEAKABLE VAULT

More madness! More monsters! More things that put the hurt on monsters! For years, Goomi has been unleashing his own vision of Cthulhu upon the world in his comic "The Unspeakable Vault (Of Doom)!" now his unique take on the Elder Gods comes to Munchkin in the form of *Munchkin Cthulhu 3: The Unspeakable Vault*! Scheduled to ship in January 2008

SJG 1455 \$11.95



MUNCHKIN: SNAKES MINI-EXPANSION

This mini-expansion adds 30 brand-new serpentine monsters, coiling curses, and other sinuous surprises to any Munchkin game! Face down the King Snake or the Pie-thon, armed with your trusty Boa and Arrow. And don't worry, if anything goes wrong, a dose of Asp-rin will get you right back in the fight! Scheduled to ship in January 2024.

SJG 1589 \$10.95

TRIBES

The Stone Age is now, and your children are the key to your future! In *Tribes*, the players are cave men and women. They hunt and gather food, make their tribal laws, and deal with natural disasters. But the object of the game is simple: Look after the children! In this game, the way to win is to have the most kids... and do whatever you have to do to make sure they survive. The players must know when to cooperate, and when to cut their losses and protect their own families. Scheduled to ship in November 2023.

SJG 1130 \$24.95



STUDIO 2 PUBLISHING



IN THE HEART OF DARKNESS

A dynamic, strategic and immersive Survival Horror experience filled with nightmares and your slim chance to make it out alive. In this dynamic, strategic and fast paced survival horror game, explore the many locations on the macabre island of Mora. In *The Heart Of Darkness* is a game with fast, dynamic, and suspenseful gameplay. The game is full of tactical choices and hard decisions that can punish or kill you if not played wisely. In *The Heart Of Darkness* drags you to the atmosphere of Gothic Horror novels and movies. Scheduled to ship in November 2023.

S2P 20005 \$45.00

STUDIO WOE



GRUFF: RAGE OF THE TROLLS (STAND ALONE OR EXPANSION)

Gruff: Rage of the Trolls adds a new dimension to the game, troll Boss-Fights. Each troll is a challenging puzzle that players will take on individually, or with a friend in a co-op mode! *Rage* is a stand alone Gruff-Compatible game which means that players can take on these trolls using just the contents of this box, or by adding cards from other Gruff games! Scheduled to ship in December 2023.

WOE 0201 \$25.00

SYNAPSES GAMES

BRUXELLES 1893

In *Bruxelles 1893*, you represent one of the famous architects who established the reputation of Art Nouveau in the Belgian capital. Your assistants help you perform actions such as the construction of Art Nouveau buildings, or creating the works of art that decorate these beautiful homes, which in turn allows you to fund your most beautiful masterpiece! Develop your renown as an architect, increase your influence at the Royal Palace or City Hall, and benefit from public figures that you meet during your theater outings. The architect who gains the most fame wins the game! Scheduled to ship in November 2023.

LUM BRX01 \$69.99



TABULA GAMES



VOLFYIRION GUILDS

Volfyirion Guilds is the evolution of *Volfyirion* (2019), a deck-building game of strategy and hand management, with fast synergy triggers between cards that create powerful combos. The events of *Volfyirion Guilds* take place immediately after the events of *Volfyirion*. Each player represents one of the 5 major Guilds and will fight for supremacy until the very

end. The winning condition is destroying all the 3 opponent's cities. Attack with your troops, focus on deck thinning, trigger powerful combos, and enthrall the dragon Volfyirion to annihilate your opponent's cities. An intense and highly strategic card game with a lot of replayability where, on average, a match lasts about 20-40 minutes. Scheduled to ship in January 2024.

TBG B0700 \$22.00

THUNDERWORKS GAMES

CARTOGRAPHERS: MAP PACK COLLECTION

The first three map packs for *Cartographers* and *Cartographers Heroes* now available in a boxed collection. Includes Nebblis, Affril, and Undercity.

TWK 4072 \$24.95



UNSTABLE GAMES™

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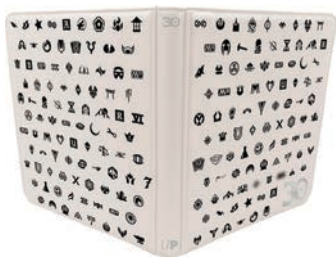
GTM

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MAGIC THE GATHERING CCG: 30TH ANNIVERSARY

Scheduled to ship in December 2023.



12-POCKET ZIP PRO-BINDER

UPI 19871..... PI



ALCOVE EDGE DECK BOX

UPI 19870..... PI



105CT APEX DECK PROTECTOR SLEEVES

UPI 19869..... PI



HOLOFOIL PLAYMAT

UPI 19872..... PI



MAGIC THE GATHERING CCG: FALLOUT

Scheduled to ship in March 2024.

6' TABLE PLAYMAT

UPI 38317..... PI

8' TABLE PLAYMAT

UPI 38318..... PI

12-POCKET PRO-BINDER Z

UPI 38314..... PI

100+ DECK BOX A

UPI 38308..... PI

100+ DECK BOX B

UPI 38309..... PI

100+ DECK BOX C

UPI 38310..... PI

100+ DECK BOX D

UPI 38311..... PI

100CT DECK PROTECTOR SLEEVES A

UPI 38304..... PI

100CT DECK PROTECTOR SLEEVES B

UPI 38305..... PI

100CT DECK PROTECTOR SLEEVES C

UPI 38306..... PI

100CT DECK PROTECTOR SLEEVES D

UPI 38307..... PI

105CT APEX DECK PROTECTOR SLEEVES Z

UPI 38312..... PI

ALCOVE FLIP DECK BOX Z

UPI 38313..... PI

BLACK STITCHED PLAYMAT W

UPI 38329..... PI

BLACK STITCHED PLAYMAT X

UPI 38330..... PI

BLACK STITCHED PLAYMAT Y

UPI 38331..... PI

HOLOFOIL PLAYMAT Z

UPI 38332..... PI

PLAYMAT A

UPI 38319..... PI

PLAYMAT B

UPI 38320..... PI

PLAYMAT C

UPI 38321..... PI

PLAYMAT D

UPI 38322..... PI

PLAYMAT V1

UPI 38323..... PI

PLAYMAT V2

UPI 38324..... PI

PLAYMAT V3

UPI 38325..... PI

PLAYMAT V4

UPI 38326..... PI

PLAYMAT V5

UPI 38327..... PI

PLAYMAT V6

UPI 38328..... PI

SPIRAL LIFE PAD Z

UPI 38315..... PI

WALL SCROLL Z

UPI 38316..... PI



MAGIC THE GATHERING CCG: MURDERS AT KARLOV MANOR

Scheduled to ship in February 2024.

4-POCKET PRO-BINDER

UPI 38270..... PI

6' TABLE PLAYMAT

UPI 38275..... PI

8' TABLE PLAYMAT

UPI 38276..... PI

9-POCKET PRO-BINDER

UPI 38271..... PI

9-POCKET PREMIUM ZIPPERED PRO-BINDER SET SYMBOL

UPI 38269..... PI

12-POCKET PRO-BINDER

UPI 38272..... PI

100+ DECK BOX A

UPI 38259..... PI

100+ DECK BOX B

UPI 38260..... PI

100+ DECK BOX C

UPI 38261..... PI

100+ DECK BOX D

UPI 38262..... PI

100+ DECK BOX E

UPI 38263..... PI

100+ DECK BOX V1

UPI 38264..... PI

100+ DECK BOX V2

UPI 38265..... PI

100+ DECK BOX V3

UPI 38266..... PI

100+ DECK BOX V4

UPI 38267..... PI

100CT DECK PROTECTOR SLEEVES A

UPI 38250..... PI

100CT DECK PROTECTOR SLEEVES B

UPI 38251..... PI

100CT DECK PROTECTOR SLEEVES C

UPI 38252..... PI

100CT DECK PROTECTOR SLEEVES D

UPI 38253..... PI

100CT DECK PROTECTOR SLEEVES E

UPI 38254..... PI

100CT DECK PROTECTOR SLEEVES V1

UPI 38255..... PI

100CT DECK PROTECTOR SLEEVES V2

UPI 38256..... PI

100CT DECK PROTECTOR SLEEVES V3

UPI 38257..... PI

100CT DECK PROTECTOR SLEEVES V4

UPI 38258..... PI

HOLOFOIL PLAYMAT

UPI 38292..... PI

PLAYMAT A

UPI 38277..... PI

PLAYMAT B

UPI 38278..... PI

PLAYMAT C

UPI 38279..... PI

PLAYMAT D

UPI 38280..... PI

PLAYMAT E

UPI 38281..... PI

PLAYMAT F

UPI 38282..... PI

PLAYMAT G

UPI 38283..... PI

PLAYMAT H

UPI 38284..... PI

PLAYMAT I

UPI 38285..... PI

PLAYMAT J

UPI 38286..... PI

PLAYMAT K

UPI 38287..... PI

PLAYMAT V1

UPI 38288..... PI

PLAYMAT V2

UPI 38289..... PI

PLAYMAT V3

UPI 38290..... PI

PLAYMAT V4

UPI 38291..... PI

PREMIUM ALCOVE EDGE DECK BOX SET SYMBOL

UPI 38268..... PI

SPIRAL LIFE PAD

UPI 38273..... PI

WALL SCROLL

UPI 38274..... PI



MAGIC THE GATHERING CCG: RAVNICA REMASTERED

Scheduled to ship in February 2024.

HOLOFOIL PLAYMAT

UPI 38239..... PI

PLAYMAT FROM THE AZORIUS SENATE

UPI 38240..... PI

PLAYMAT FROM THE BOROS LEGION

UPI 38247..... PI

PLAYMAT FROM THE CULT OF RAKDOS

UPI 38244..... PI

PLAYMAT FROM THE GOLGARI SWARM

UPI 38245..... PI

PLAYMAT FROM THE GRUUL CLANS

UPI 38246..... PI

PLAYMAT FROM THE HOUSE DIMIR

UPI 38242..... PI

PLAYMAT FROM THE IZZET LEAGUE

UPI 38243..... PI

PLAYMAT FROM THE ORZHOV SYNDICATE

UPI 38241..... PI

PLAYMAT FROM THE SELESNYA CONCLAVE

UPI 38248..... PI

PLAYMAT FROM THE SIMIC COMBINE

UPI 38249..... PI

MAGIC

THE GATHERING

MAGIC THE GATHERING CCG: OUTLAWS OF THUNDER JUNCTION

Scheduled to ship in March 2024.

4-POCKET PRO-BINDER		100CT DECK PROTECTOR	
UPI 38374.....	PI	SLEEVES KEY ART 6	
6' TABLE PLAYMAT		UPI 38359.....	PI
UPI 38380.....	PI	105CT APEX	
8' TABLE PLAYMAT		DECK PROTECTOR	
UPI 38381.....	PI	SLEEVES Z	
9-POCKET PRO-BINDER		UPI 38370.....	PI
UPI 38375.....	PI	ALCOVE FLIP DECK BOX	
9-POCKET PREMIUM		UPI 38371.....	PI
ZIPPERED PRO-BINDER Z		GAMER POUCH	
UPI 38373.....	PI	UPI 38379.....	PI
12-POCKET PRO-BINDER		HOLOFOIL PLAYMAT Z	
UPI 38376.....	PI	UPI 38398.....	PI
100+ DECK BOX A		PLAYMAT A	
UPI 38360.....	PI	UPI 38382.....	PI
100+ DECK BOX B		PLAYMAT B	
UPI 38361.....	PI	UPI 38383.....	PI
100+ DECK BOX C		PLAYMAT BLACK	
UPI 38362.....	PI	UPI 38395.....	PI
100+ DECK BOX D		PLAYMAT BLUE-1	
UPI 38363.....	PI	UPI 38393.....	PI
100+ DECK BOX KEY ART 1		PLAYMAT BLUE-2	
UPI 38364.....	PI	UPI 38394.....	PI
100+ DECK BOX KEY ART 2		PLAYMAT C	
UPI 38365.....	PI	UPI 38384.....	PI
100+ DECK BOX KEY ART 3		PLAYMAT D	
UPI 38366.....	PI	UPI 38385.....	PI
100+ DECK BOX KEY ART 4		PLAYMAT GREEN	
UPI 38367.....	PI	UPI 38397.....	PI
100+ DECK BOX KEY ART 5		PLAYMAT KEY ART 1	
UPI 38368.....	PI	UPI 38386.....	PI
100+ DECK BOX KEY ART 6		PLAYMAT KEY ART 2	
UPI 38369.....	PI	UPI 38387.....	PI
100CT DECK PROTECTOR SLEEVES A		PLAYMAT KEY ART 3	
UPI 38350.....	PI	UPI 38388.....	PI
100CT DECK PROTECTOR SLEEVES B		PLAYMAT KEY ART 4	
UPI 38351.....	PI	UPI 38389.....	PI
100CT DECK PROTECTOR SLEEVES C		PLAYMAT KEY ART 5	
UPI 38352.....	PI	UPI 38390.....	PI
100CT DECK PROTECTOR SLEEVES D		PLAYMAT KEY ART 6	
UPI 38353.....	PI	UPI 38391.....	PI
100CT DECK PROTECTOR		PLAYMAT RED	
SLEEVES KEY ART 1		UPI 38396.....	PI
UPI 38354.....	PI	PLAYMAT WHITE	
100CT DECK PROTECTOR		UPI 38392.....	PI
SLEEVES KEY ART 2		PREMIUM ALCOVE EDGE	
UPI 38355.....	PI	DECK BOX Z	
100CT DECK PROTECTOR		UPI 38372.....	PI
SLEEVES KEY ART 3		SPIRAL LIFE PAD	
UPI 38356.....	PI	UPI 38377.....	PI
100CT DECK PROTECTOR		STITCHED EDGE PLAYMAT	
SLEEVES KEY ART 4		UPI 38399.....	PI
UPI 38357.....	PI	WALL SCROLL Z	
100CT DECK PROTECTOR		UPI 38378.....	PI
SLEEVES KEY ART 5			
UPI 38358.....	PI		



MAGIC THE GATHERING CCG: SECRET LAIR AUGUST 2023 STITCHED EDGE PLAYMAT BASEBALLING

Scheduled to ship in October 2023.

UPI 38146.....PI

STRATEGY
Games

Axis & Allies

1942 SECOND EDITION



**CHANGE THE
COURSE OF HISTORY
IN A FEW SHORT HOURS**

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- Updated rulebook and reference cards compiled from years of errata and FAQs

RGS02554 MSRP \$75



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GAMES

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SPOTLIGHT ON


**LEGENDARY DBG:
MARVEL - 2099 EXPANSION**

Legendary 2099 is a new 100-card set expansion for *Legendary: A Marvel Deck Building Game*. Join Spider-Man 2099, Ghost Rider 2099, and more heroes to fight against Evils. Scheduled to ship in January 2024.
UDC 35307 PI

VAN RYDER GAMES


**FINAL GIRL: SERIES 1 -
FRANCHISE BOX**

Horror awaits! This massive box includes the Core Box and the Series 1 collection of Feature Film boxes for the critically acclaimed solo game *FINAL GIRL*. Mix and match killers and locations and with various event, item, and terror cards, no two games will ever be the same.

VRG FGSTOR1R \$179.99


**FINAL GIRL: SERIES 2 -
FRANCHISE BOX**

Even more horror awaits! This massive box includes the Series 2 collection of Feature Film boxes for the critically acclaimed solo game *FINAL GIRL*. Mix and match killers and locations and with various event, item, and terror cards, no two games will ever be the same.

VRG FGSTOR2R \$179.99

WIZARDS OF THE COAST

SPOTLIGHT ON



WOC D23960000



WOC D23970000

MAGIC THE GATHERING CCG: LOST CAVERNS OF IXALAN

In *The Lost Caverns of Ixalan*, your players will face an adventure like never before, discovering long-lost ruins, ancient civilizations alive and well, and fan-favorite creatures running rampant. Dig into the heart of Ixalan with a piece of prehistory for every play style.

BUNDLE

WOC D23960000 PI

BUNDLE GIFT EDITION

WOC D23970000 PI

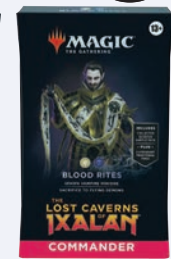
SPOTLIGHT ON



WOC D23920000



WOC D23930000



WOC D23880000



WOC D23910000

MAGIC THE GATHERING CCG: LOST CAVERNS OF IXALAN

In *The Lost Caverns of Ixalan*, your players will face an adventure like never before, discovering long-lost ruins, ancient civilizations alive and well, and fan-favorite creatures running rampant. Dig into the heart of Ixalan with a piece of prehistory for every play style. **NOTE:** These items are sold to retailers in full displays. Please contact your retailer for availability.

COLLECTOR BOOSTER DISPLAY (12)

WOC D23920000 PI

COMMANDER DECK CARTON (5)

WOC D23930000 PI

DRAFT BOOSTER DISPLAY (36)

WOC D23880000 PI

SET BOOSTER DISPLAY (30)

WOC D23910000 PI

WIZKIDS/NECA


CRITICAL ROLE: EXANDRIA UNLIMITED - CALAMITY BOXED SET

Critical Role has partnered with WizKids to create high-quality figures that are compatible with the most popular tabletop RPGs. Harken back to the final moments of the Age of Arcanum, in which the flying city of Avalir was set upon the flight path to ruin and all of Exandria was placed upon the precipice of Calamity! As the newest entry into the Critical Role-inspired line, the *Critical Role Exandria Unlimited - Calamity Boxed Set* offers high-quality painted versions of the Ring of Brass, heroes of Avalir, and unsuspecting pawns of the apocalypse, decked out in their iconic gear. Scheduled to ship in February 2024.
WZK 74291 \$49.99

**CRITICAL ROLE: THE DARRINGTON
BRIGADE BOXED SET**

Critical Role has partnered with WizKids to create high-quality miniatures compatible with the most popular tabletop RPGs. Heed the call to adventure alongside the heroes of Exandria: *The Darrington Brigade*! As the newest entry into the Critical Role-inspired line, *Critical Role: The Darrington Brigade Boxed Set* offers high-quality painted versions of the misfit heroes decked out with their most iconic gear. Whether reliving the Darrington Brigade's most epic adventure or bringing some familiar NPCs to your Exandria campaign, this set has everything you need to bring the world of *Critical Role* to your table. Scheduled to ship in January 2024.
WZK 74283 \$69.99



**CRITICAL ROLE:
SHADEMOTHER
BOXED MINIATURE**

Evolve your Critical Role-inspired tabletop game with the *Critical Role Shademother Boxed Miniature*! Sculpted with terrifyingly detailed features and using premium paints, the Shademother is sure to turn a few stomachs, let alone a few heads. With bits of Brumestone haphazardly embedded in their flesh, granting her flight, this hovering horror is the perfect addition to your collection, whether you're looking to surprise your players with a grotesque villain or a disturbing ally. Scheduled to ship in April 2024.

WZK 74287 \$44.99



DUNGEONS & DRAGONS: CLASSIC COLLECTION - MONSTERS K-N

D&D Classic Collection: Monsters K-N is a highly collectible set of pre-painted miniatures that is inspired by iconic monsters from the original *Dungeons & Dragons Monster Manual*. Scheduled to ship in February 2024.

WZK 96268 \$89.99

FEATURED ITEM



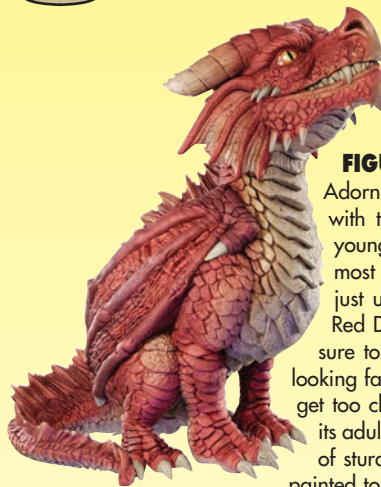
DUNGEONS & DRAGONS: REPLICAS OF THE REALMS - GREEN DRAGON TROPHY PLAQUE

The *Green Dragon Trophy Plaque* is a highly detailed, hand-painted sculpture made of poly-foam and latex. It includes the hardware needed to mount the plaque to your wall. The most cunning and treacherous of true dragons, green dragons use misdirection and trickery to get the upper hand against their enemies. Nasty tempered and thoroughly evil, they take special pleasure in subverting and corrupting the good-hearted. In the ancient forests they roam, green dragons demonstrate an aggression that is often less about territory than it is about gaining power and wealth with as little effort as possible. Scheduled to ship in January 2024.

WZK 68511 PI



FEATURED ITEM



**DUNGEONS & DRAGONS:
REPLICAS OF
THE REALMS -
RED DRAGON
WYRMLING FOAM
FIGURE 50TH ANNIVERSARY**

Adorn your store, game room or home with this *Red Dragon Wyrmling*, the youngest version of one of *D&D*'s most formidable foes. Standing at just under 2 and a half feet tall, the *Red Dragon Wyrmling* foam figure is sure to turn some heads with its sweet looking face and adorable pose. But don't get too close, it can be just as vicious as its adult counterpart! This figure is made of sturdy, light weight foam and hand-painted to show off every tooth, scale and

claw in incredible detail. Celebrate the 50th anniversary of *Dungeons & Dragons* by bringing to life one of *D&D*'s most iconic monsters! Scheduled to ship in April 2024.

WZK 68516 PI



**DUNGEONS & DRAGONS:
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SPOTLIGHT ON

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GAMES

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SPOTLIGHT ON



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Elevate your Planescape campaign with the *D&D Icons of the Realms: Planescape: Adventures in the Multiverse - Character Miniatures Boxed Set*! This set contains prominent NPCs, new and old, who will challenge your players' perceptions of who is friend and who is foe. Scheduled to ship in March 2024.

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Few pieces of the Superman mythos are as enduring as Clark Kent ducking into a phone booth to change identities to Superman! *Superman Up, Up and Away* is made specifically for the collector or fan of the Man of Steel. Whether you're a mild-mannered reporter or spend your days leaping tall-buildings in a single bound, you'll enjoy this iconic depiction of The Man of Tomorrow as part of your *HeroClix* collection. Defying the odds, the enduring image of Clark Kent changing in the phone booth seems to have outlasted the phone booth itself! Scheduled to ship in August 2024.

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See some of the most awesome humans of the Marvel Universe as they appear to mingle at the Hellfire Gala in *Marvel HeroClix: Avengers - Hellfire Gala Premium Collection 2*! Enjoy the pinnacle of fashion represented on eight exquisitely detailed pre-painted figures that push the boundaries of *HeroClix* style. Fan-favorites Captain America, Spider-Man, Scarlet Witch, Black Widow, Falcon, Captain Marvel, and Doctor Doom walk the red carpet with brand-new sculpts that make as much of a fashion statement as the Gala itself. Scheduled to ship in April 2024.

WZK 84936\$69.99

HEROCLIX ICONIX

MARVEL HEROCLIX: ICONIX - CAPTAIN AMERICA FROM THE ICE

The greatest superhero of World War II, Captain America was frozen in ice, but in dramatic fashion, from the pages of *The Avengers*, he lives again! While there have been many depictions of Captain America over time, this one is one of the most memorable. Captain America from the Ice is made specifically for the collector or Cap superfan. Whether you're an Avengers fan or have deep American pride, you'll love this depiction the return of Steve Rogers! It will be a treasured part of *HeroClix* collections for years to come. Scheduled to ship in September 2024.

WZK 84924\$24.99

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MARVEL HEROCLIX: ICONIX - FIRST APPEARANCE AVENGERS

And there came a day, a day unlike any other, when Earth's mightiest heroes found themselves united against a common threat. On that day, the Avengers were born! *Marvel HeroClix Iconix: First Appearance Avengers* is made especially for the collector. It captures the struggle between the first Avengers and their first adversary, the villainous Loki! Recreate their struggle on the tabletop or simply within your *HeroClix* collection - the choice is yours. Scheduled to ship in August 2024.

WZK 84925\$54.99

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Choose your officer, deploy your crew, explore the galaxy, navigate anomalies, position your ships to strike, or negotiate terms with the enemy. Players will instantly immerse themselves as the egalitarian Starfleet or as the oppressive Vorta and Jem'Hadar as they decide how to handle tense mission objectives and unexpected complications. Scheduled to ship in April 2024.

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3. Dethrone Jack Skellington swiftly to thwart your opponents!

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HALLOWEEN

A HIDDEN MOVEMENT GAME



HALLOWEEN: A HIDDEN MOVEMENT BOARD GAME

TOT HHB01 \$59.95 | Available October 2023!

When I was first approached by Chris Zephro of *Trick or Treat Studios*, I had not watched any of the Halloween films. I knew they were iconic movies with the original Halloween from 1978 being credited with popularizing the slasher genre. Although I had not seen any of the films, I knew who Michael Myers was with the famous (or infamous) white William Shatner mask. And that theme song, who has not heard that melody before. It goes to show how much of an impact that film has had on the horror film landscape and pop culture. A board game that adapts that iconic film had to be special.

Trick or Treat Studios had first proposed using the Specter OPS system with Michael Myers being the hidden player with Dr. Loomis and Sheriff Bracket taking on the role of the hunters. The objectives would be the victims with the victory going to Michael Myers if he was able to kill a designated number of victims. At first glance, this approach seemed promising. The first prototype used a modified Specter OPS board with the characters from the movie in place of the cyberpunk inspired characters. The initial tests had demonstrated that this was a viable path but I couldn't help but feel that there was a better approach.

After watching the original Halloween movies, I started to understand the draw of the films. As part of the process to understand the fandom of Halloween, I had even interviewed fans of the franchise to get more insight as to what a true fan would want to see in a board game with this IP. With a fresh perspective, I decided to make some changes to the original premise. First, much of the movie featured the teenagers that ultimately became Michael Myers' victims. The suspense of when Michael Myers would strike was ever present. Laura Strode, the 'final girl' of the movie was the heroine that did everything she could to save the two kids from the 'shape' of pure evil. With this in mind, it didn't seem right to have the teenagers simply be the static objectives for Michael Myers. The players should get the chance to be the teenagers, especially Laura Strode, who are trying to save the children and survive.



This led to flipping some of the mechanics. First the players would play as the teenagers who would be trying to evade Michael Myers while pursuing their objectives (finding the children).

This approach had the teenagers being the hidden characters with Michael Myers being the visible character on the board. Very quickly, it was apparent this didn't properly capture the theme. With the teenagers hidden and always aware of where Michael Myers was, it was a departure from what is presented in the movie. Quite the opposite in fact. In the film, Michael Myers seemed to always know where his victims were, while the victims were unaware of Myers until it was too late.

In the next iteration, the teenagers were the visible characters traversing the board to their objectives. Michael Myers became the hidden character again, but there was a difference. Instead of Dr. Loomis and Sheriff Brackett searching for Myers, now the Shape was hunting the teenagers while being hidden. While the prototype stumbled in its execution during several early playtests, the experience and emotions it evoked from the players was spot on. The players had reported feeling





dread not knowing where Michael Myers was. When he did appear, it was reminiscent of the film where Michael would appear, seemingly out of nowhere to strike his victims. If the victim survives and is able to escape, Michael Myers becomes hidden again and no one, except the Myers player, knows when and where he will strike again.

We felt we had nailed the dynamics between the teenagers and Michael Myers, but we couldn't leave out Dr. Loomis and Sheriff Brackett. Thematically, they were armed and better prepared to face Myers. Therefore, we had them start with more potent special abilities as well as loaded guns. Following the arc of the movie, Dr. Loomis and Sheriff Brackett would appear later in the film to confront Michael Myers. Dr. Loomis and Sheriff Brackett would not be selectable characters from the start, instead only when a character was killed by Myers would Loomis and Brackett be available to play. This not only recreated a similar arc from the movie, but also provided the solution to a player getting killed by Myers and eliminated from the game. When a character is killed, the player may select a new character to play. Aside from Myers getting closer to his victory condition, it wasn't a moment that felt bad for the victim player as they would come right

back the next round with a new character. And as a bonus, they would be able to select Loomis or the Sheriff.

While the roles of the characters had been overhauled from the original prototype, the objectives and other mechanics had also undergone extensive changes. Instead of static objectives on the board, players would draw from a search deck. The cards from the search deck would be items that players could use. Some of those item cards have callbacks to the movie. I won't spoil them here. Players searching the decks represent the teenagers searching the houses. They will find items such as matches, hairspray, kitchen knife, and frying pan. Importantly, they are searching for the two kids, Tommy and Lindsey. There are two ways for the victim players to win. They can either find the kids and a car key and get to the car to escape and win, or they need to bring Michael Myers to 0 health. On the flip side, Michael Myers also has two ways to win. He can kill 3 characters (or 4 characters in a 2P or 3P game) or when time runs out.

With the many items, character combinations, and strategies, players will find an exceptional amount of variability and replayability out of the box. I'm incredibly happy with the direction the design has taken. It captures the moments and atmosphere of the film while still providing rules that are digestible to a wide audience. Our hope is to make this game a staple of every game night on or around October 31st. The night he came home!



OCEANS LEGENDS OF THE DEEP

OCEANS: LEGENDS OF THE DEEP

NSG 533..... \$24.99 | Available Q4 2023!

Since the dawn of time, people around the world have shared stories about the ocean. Every corner of the globe has a rich oral history and writings about oceanic Gods, legends and fantasy that may lurk beneath the surface.

Oceans is an interactive engine-builder based on the natural world, where players create aquatic species, choosing traits and adapting to a continually changing ecosystem where everything is connected.

Legends of the Deep is an expansion to *Oceans* that disrupts the stability of the scientific ecosystem by introducing cultural mythology and fantasy from around the globe. Legend cards grant powerful benefits, such as affecting all of your species or even impacting the entire ecosystem.

DISCOVERING THE LEGENDS

Each Legend included in the expansion is unique, beautifully illustrated on tarot sized cards by artists from all around the world, from the region where these legends are based. As well as being illustrated by regional artists, the expansion also includes insight on the mythologies. Let's travel the globe and discover some of these...

Long ago in the Philippines, seven moons lit up the night sky until the serpent Bakunawa swallowed six of them. Since then, every lunar eclipse, Bakunawa attempts to eat the last moon. In Finnish mythology, there is a malevolent monster called Iku-Turso who lives at the bottom of the sea. He is the father of old age and disease. Iku-Turso can inflict sailors with a disease that will spread from a port city across the entire country.

Across the Great Plains and throughout the Mississippi valley, Mishibizhiw is regarded by the Anishinaabe as the Horned Serpent. In the northeast, he's referred to as the Underwater Panther. Mishibizhiw can bless people with powerful medicine and good fishing - but those who approach him foolishly can face brutal and unseemly deaths. Known to make waves and cause chaos, the Babylonian goddess of the sea, Tiamat, symbolizes the chaos of primordial creation.



MAKING OCEANS LEGENDARY

During the first half of *Oceans*, players build stability in the aquatic ecosystem by using traits from a deck of *Surface* cards to modify their species. With only 12 *Surface* traits, it's easy to wade into your first game without being overwhelmed by the options. *Surface* cards feature traits that mimic an oceanic ecosystem, bringing stability to the game's environment. Later in the game, players gain access to power cards from the *Deep* deck with over 100 unique traits. Many *Oceans* players expressed a desire for an expansion that gave them more ways to disrupt the core games ecosystem, and do so earlier in the game. This is where *Legends of the Deep* comes in.

The *Legends of the Deep* expansion brings huge strategic opportunities into *Oceans*, while being incredibly intuitive and light in additional rules. Legend cards are introduced after setup using a four-card draft, and can be played at any point of the game (as soon as players can afford their cost) as an additional action to the normal *Oceans* turn structure.

During the Play Cards phase, players may play one Legend card in addition to the normal card play. Players simply pay the cost on the Legend card to the Reef or any *Oceans* zone (just like a *Deep* card) and put it in play. This can be done as soon as players have enough population to pay the cost.



Players can only have one Legend in play at a time, but are able to swap their active Legend with those they hold, paying a cost difference should the value be greater. Most Legend cards have powers that affect all of a player's species, but some give the player a special power or affect their opponents species.

Legends of the Deep allows players to make major changes in strategy, create new powerful combos, and disrupt the stability of the ecosystem right from the start of the game. Discover fantasy and mythology, illustrated by artists from around the world and make your game of *Oceans* the stuff of legends.

...

Ross Connell is the Community and Marketing Manager for North Star Games. He is also a freelance photographer, showcasing the work of over 50 tabletop publishers.

About NorthStar

NorthStar Game Studio is an award-winning independent board game publisher based in Maryland, US. Over 300,000 games have sold in the Evolution line and has been used in the evolutionary biology department at the University of Oxford and featured in the world's leading scientific journal, *Nature*.



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STAR WARS VILLAINOUS SCUM AND VILLAINY

Designer and developer Mike Mulvihill talks about creating the first expandalogue in the *Star Wars Villainous* galaxy: *Scum and Villainy*.

Ravensburger

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STAR WARS VILLAINOUS: SCUM & VILLAINY

RVN 60002041 \$29.99 | Available Now!

In creating any *Villainous* set, we begin in the same place: Who is the cover character? Who is so iconic in silhouette that gamers will stop dead in their tracks and say "Oh My God! They put ____ into *Villainous*!!!" In this case we knew right away who the character would be... Boba Fett! We'd created much of his whole game concept in case the Lucasfilm team wanted him in the first box *Power of the Dark Side*. In the end, they agreed that he was better as a cover character. So, expandalogue character number 1: Boba Fett.

As we organized our giant list of *Star Wars Villains* to pair with Boba Fett, we saw an opportunity to use the concept of the "hunter" to define this set. So why not a hunter of Jedi? One of the Inquisitors would fit that bill and open the hunting of Jedi as an objective (not to mention other cool story lines involving a Sith/Force user or story lines from the *REBELS* animated show). And because the Grand Inquisitor is (spoiler) unfortunately defeated early in *REBELS*, we realized that he wasn't the real story. The real story was the Seventh Sister. So, character number 2: Seventh Sister!

With two "hunter" characters chosen we needed a third with a different personality from Boba Fett and Seventh Sister. The name that kept coming up was Cad Bane. So now we had a hunter of bounties, a hunter of Jedi, and character number 3: Cad Bane, a hunter of anything for the right price. Once characters were chosen, we needed to create three different play patterns, which is always my favorite design challenge of any new *Villainous* product. We look at everything in our previous *Villainous* sets and try to outdo ourselves!



As I said, Boba Fett was partially conceptualized. We created the Mission & Bounty Hunter mechanics at the same time, so we had to choose how to implement them for different characters. Missions are very direct and assigned one at a time. But Bounties are more random and always assigned by a Contact. That meant adding Contacts and Bounties to the Villains' decks to allow Boba Fett's Bounties to feel more random.

With Boba Fett we had a series of challenges. He appears very briefly in the movies, but he has a long and interesting canon of stories, and he has no real Allies. This is a problem in *Villainous*, a game that requires Allies to do so many Actions in the game. What he does have is other Bounty Hunters... but sometimes he works with them and sometimes he wants to defeat them. We created a way for him to pull Bounty Hunters out of his Villain deck and use them as an Ally, if needed, and ways for him to move them to the "Hero" side if he needs to defeat them to complete a bounty!



[Bonus: If you line up all the Bounty Hunters in Boba Fett's deck (except for Greedo) you will get the famous shot from *The Empire Strikes Back*. Concepted visually by the greatest Art Director ever, Jake Breish and the best ever Graphic Artist Chris Buckley.]

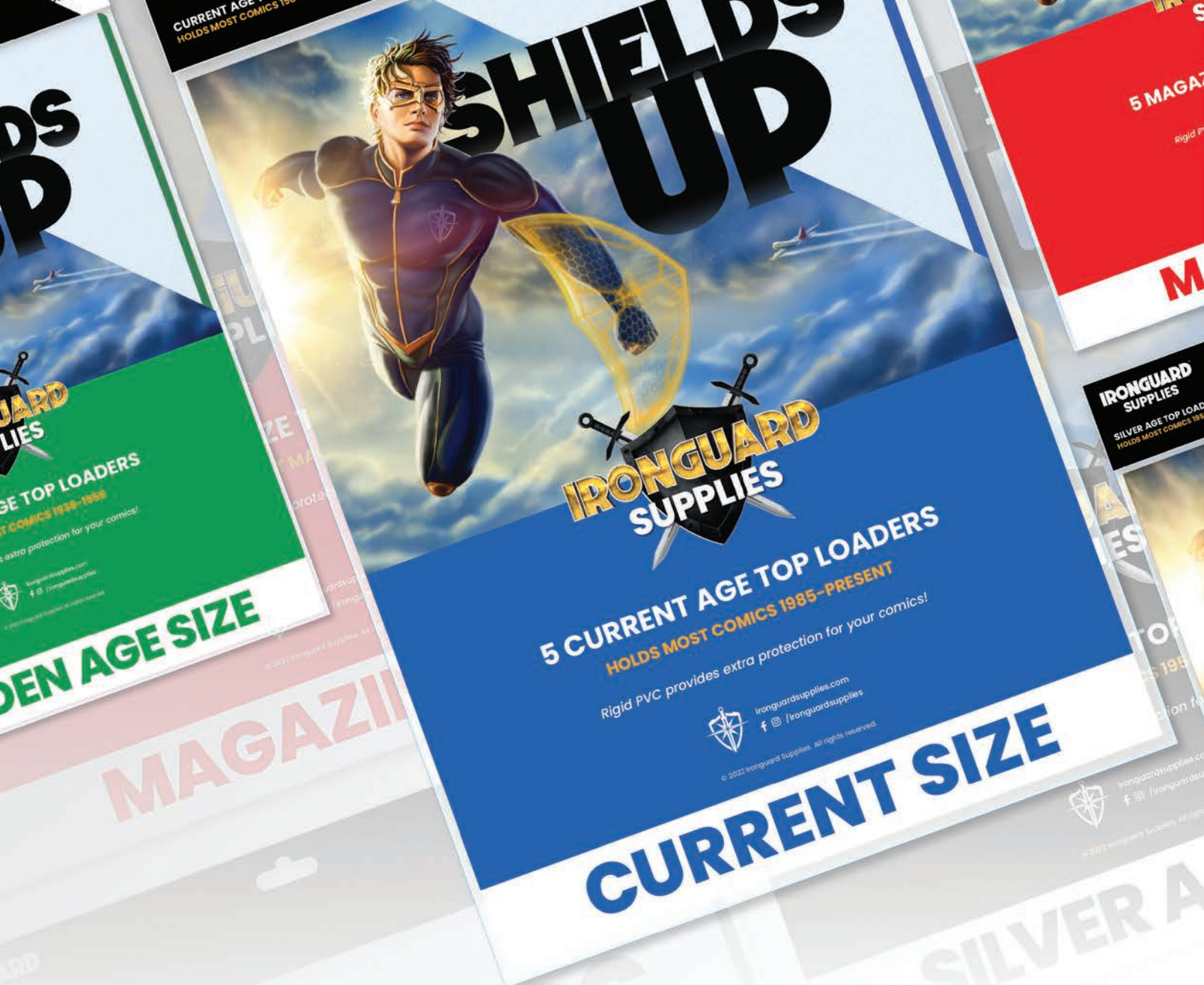
We needed Seventh Sister to have a more permanent effect on the Jedi in her deck. After all, she is not sent out to defeat them but to truly eliminate them from the galaxy. We created a way for her to remove cards from play, something never done in *Villainous* before. *Star Wars Villainous* has Ambition, earned every turn and through the play of cards. When Seventh Sister defeats a Jedi Hero — specifically one of the three she encounters in *REBELS*, Ashoka, Ezra Bridger, or Kanan Jarrus — she can pay a certain amount of Ambition to remove them from the game. Removing all three first earns her the victory.

Finally, Cad Bane. He is the cold-bloodiest character in the *Star Wars* galaxy! We wanted to highlight how much he wants to personally defeat his enemies. He has many Allies to help execute his plans; but no matter the situation, he makes the final elimination shot and gets paid. His Allies, instead of eliminating a Hero, place target tokens on them. Once they have enough targets, Cad Bane can play the Villain card, *Now It's My Turn*, eliminating that Hero and collecting the tokens for victory.

That is the mechanical breakdown of how *Scum and Villainy* came together but we also take immense pride in the immersive nature of the game, blending the Villains' gameplay with their stories. We work very closely with the licensors on the look and feel of the different characters. For example, nearly all the movers have their weapon incorporated into their figure! Finally, we love when the play feels as though you are the Villain making the choices in the game... as if you are Boba Fett, making decisions on completing Bounties, eliminating Jedi, or pulling the final trigger to take out a target.

By immersing yourself into the game as the Villain, you will discover cool card combos and a whole new way to play *Villainous* and enjoy the *Star Wars* galaxy!

...



Everyone knows the days of keeping unbagged comic books lying around are long gone – bags and boards are a forgone conclusion in this modern world of collecting. But what about when a bag and board aren't enough? Do you want to lie awake all night worrying that your comic is developing irreversible stresses that will reduce its value a thousandfold? You need something a little tougher to keep that comic safe, and Ironguard Supplies has just the thing. In addition to a full range of bags and boards in all sizes, Ironguard now offers comic toploaders, rigid sleeves that will keep your comic protected from even the most unforgiving longbox. Sleep easy, my friend.

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SPIRE

THE CITY MUST FALL



SPIRE RPG: CORE RULEBOOK 5TH ANNIVERSARY

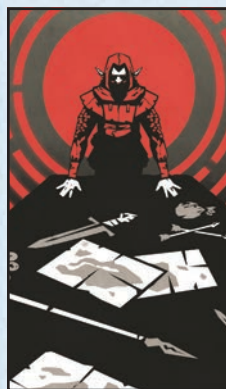
RRD SPIRE5HB \$55.00 | Available September 2023!



I feel like roleplaying games try to achieve too much. The default ruleset of an RPG is an aim to simulate a loose collection of vagabonds with no particular goal in a world where anything is possible, and the default length of an RPG campaign is *forever*. I remember the first time I realised that roleplaying games could be about *one thing*, and not have to run indefinitely.

It was 2010; I had just moved to London from the provincial city of Norwich, and I was immersing myself in the wider world of roleplaying. I played D Vincent Baker's *Dogs in the Vineyard* in a Waterloo pub basement and my eyes were opened to the truth of what games could be.

Dogs in the Vineyard, which is sadly no longer available in print or digital formats, is a game where the players become wild west teenage missionary ethics police with no clear doctrine or leader. All actions were opposed — either by another player, an NPC or the world itself — and the easiest way to get an edge in conflicts was to resort to violence. It asked the question: how far are you willing to go to prove you're right? When you're tasked with helping the disparate flock, do you heal the wound of sin or amputate the arm to arrest the spread of rot?



What Baker created — before the postmodern masterpiece *Apocalypse World*, a game that would go on to define the shape of indie RPGs for decades — was a thing of beauty. It did one thing, and it did it very loudly and very well. It ran *hot*. It was so emotionally exhausting to play that it required hourly breaks. Player characters would shoot each other in the street over a disagreement, and it didn't feel out-of-place or unfair: there was always an option to back down. Everything felt earned.

Flash forward six years to 2016 and I'm writing *Spire* — the first full-length roleplaying game I had attempted to create. *Spire* is a game in which colonised dark elves use hacked, illegal religious rites to overthrow a high elf government.

Spire is about *that*. It is a game about overthrowing the government, piece by piece. You can't do other things; there aren't rules for it. (I mean: you *can* do them, sure, they just don't have any mechanical impact on the system.) If you want to level up, you have to change the city.

Furthermore, most every character class is married to a particular part of the titular city — the plate mail gangster Knights of the North Docks, the gold-blooded Azurite priests of the Blue Market, the black magic *artiste* Idols of Ivory Row. (The classes which *aren't* linked to a specific district are, in my opinion, the weakest of the bunch.)

We don't have rules for leaving *Spire* — not during the course of play. You don't leave the city unless you want to stop playing the game. *Spire* is about *Spire*, and the people who live in it, and the cobbled-together magic they use. Anything else is out of the scope of the system.

And I can see the through-line between that and *Dogs in the Vineyard*. I can see it in *Night Witches* and *Sleepaway*, in *Psi*Run* and *Star-Crossed*, in the 5e *Beowulf* game. Games which are not about limitless adventures in uncountable worlds but games that are about *one thing*, whether that's female Soviet pilots or summer camp or running away or falling in love or learning about and then subsequently killing Anglo-Saxon monsters.

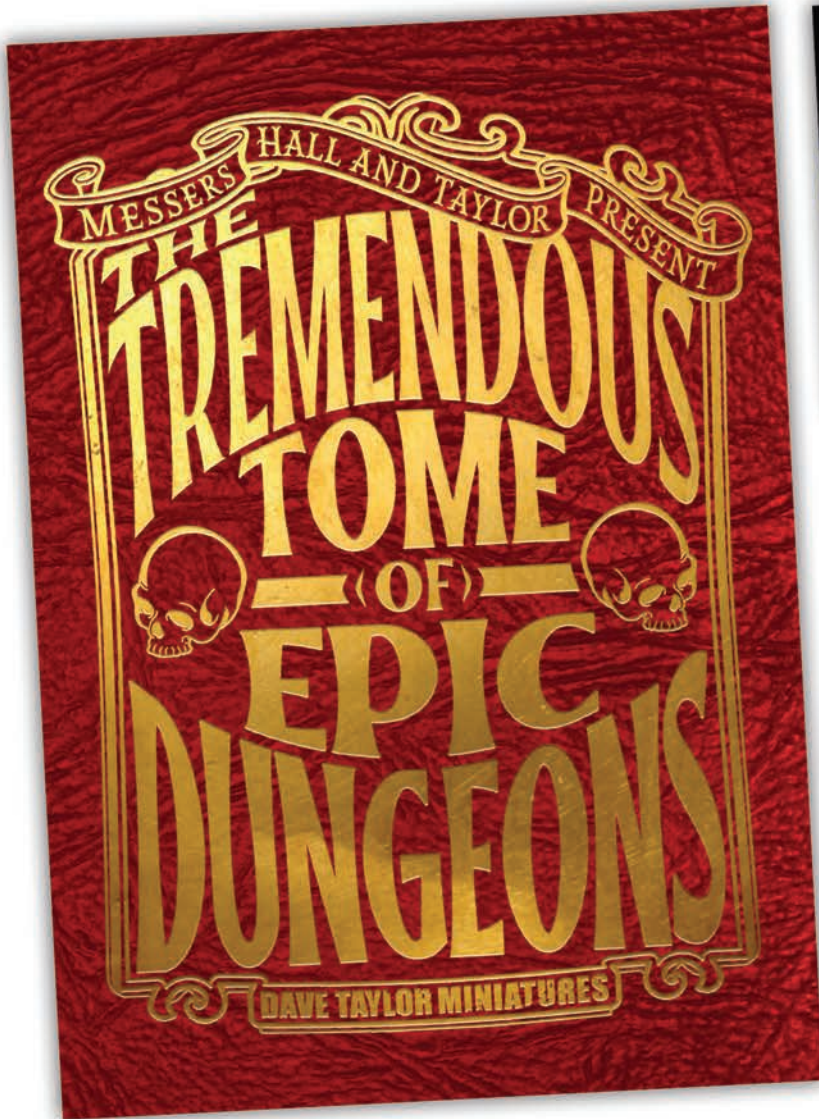
Spire, despite being about one thing, has done well. It's continued to sell more year on year as people all across the world learn about it and fancy having a go at the thing that it's about. It's been translated into French, German, Spanish, Polish and Italian. (The Italians *love* it, and I couldn't tell you why.) Now, five years after we made the first lot, we've had to print up several thousand more copies of a sexy and exciting Fifth Anniversary Edition. There's new art, new layout, new character classes and many of our original typographical errors. It's selling like hot cakes.

So — we aren't out there releasing weighty tomes full of rules for every eventuality. We can make games about one thing, and we can do it passionately and well, and we can make a living from it, which is pretty great.

...

Grant Howitt (writer) has written more tabletop roleplaying games than you've had hot dinners, assuming that you've had fewer than one hundred hot dinners (which is still quite a lot of games.) His most popular works to date include *Spire: the City Must Fall*, *Heart: the City Beneath*, *Paranoia*, *Honey Heist*, *Crash Pandas*, and *One Last Job*.





Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

**THE TREMENDOUS TOME OF
EPIC DUNGEONS (160p)
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WIZKIDS™

HOLIDAY GIFT GUIDE: RPGS

From *Dungeons & Dragons: Honor Among Thieves* to *Baldur's Gate 3*, *Dungeons & Dragons* will be the hot brand this holiday season. WizKids has you covered, from collectible action figures to cuddly plush, you'll find the perfect gift for the *D&D* player in your life. Here is a list of the most anticipated *D&D* releases this holiday season.



DUNGEONS & DRAGONS: DRIZZT AND GUENHWYVAR 13" PLUSH BY KIDROBOT

WZK 68341 • MSRP: 34.99

D&D's iconic hero, Drizzt – now in plush form!

You've seen a number of iconic *D&D* creatures rendered in cuddly plush, but now you can own a cuddly companion of one of the *Forgotten Realms'* most iconic heroes! Drizzt, the drow ranger, is a formidable force for good in northern Faerûn; his plush form even wears his iconic fur-brimmed green cloak that he rarely leaves home without! Drizzt is also accompanied by his own plush pet in the form of his beast companion Guenhwyvar, the black panther who is summoned by his Figurine of Wondrous Power.



DUNGEONS & DRAGONS ONSLAUGHT: NIGHTMARE OF THE FROGMIRE COVEN - MAPS & MONSTERS EXPANSION

WZK 89722 • MSRP: 89.99

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This expansion set is a companion to the *Dungeons & Dragons: Onslaught Harpers vs. Zhentarim* core set, featuring stunning monster miniatures, a new double-sided game board, and eight sinister scenarios designed to freeze your blood and test your tactical acumen. Fight your way to the frightening Froghemoth, with removable tentacles and eyestalks that let you switch between underwater and above water versions! It also features a new deck of item cards to swap with the core set item cards, providing new abilities, and adding the danger of cursed items!



D&D ICONS OF THE REALMS: ADVENTURE IN A BOX - MIND FLAYER VOYAGE

WZK 96238 • MSRP: 79.99

Face off against a group of insidious mind flayers as they search for their next mind to devour!

This box has everything you'll need to build your mind flayer-themed adventure. Including eight pre-painted miniatures depicting a range of psionic enemies for your players to face, four different ship dressings, and four battle map tiles to lay out the foundations of your perilous



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• MSRP: 34.99 each

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D&D ICONS OF THE REALMS: SEAS & SHORES - 8CT. BOOSTER BRICK

WZK 96257 • MSRP: 159.92

Sail the high seas and dive into the ocean depths with the newest installation in our pre-painted D&D miniatures line!

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...

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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #63: PIRATES OF LEGEND

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.

PAINTING DARK SKIN AND LINEN

I’ve loved to work of Firelock Games ever since they released *Blood & Plunder* years ago. They made the decision early on to steer clear of fictional pirates that can be found in popular books, movies, and TV shows in favor of actual historical pirates. They’ve regularly shown that in many cases, reality is stranger than fiction.

In recent years, Firelock Games have released much of their range in hard plastic, and this box set (right) includes 10 famous “Pirates of Legend”. I took this opportunity to focus on Black Caesar, a pirate who sailed with the infamous Blackbeard, and look at a quick method for painting very dark skin tones.

Additionally I painted up Calico Jack, famed for his garish clothing style, and Anne Bonney, a female pirate who sailed with Calico Jack disguised as a man.



The miniatures used as examples on these pages are from Firelock Games’ *Blood & Plunder* range. The photo to the left is from Disney’s *The Pirates of the Caribbean* film franchise, used without permission.



I started with a coat of The Army Painter Matt Black spray primer, followed by an overspray of The Army Painter Matt White spray.



I then painted Black Caesar's skin with a layer of GW Contrast Cygor Brown.



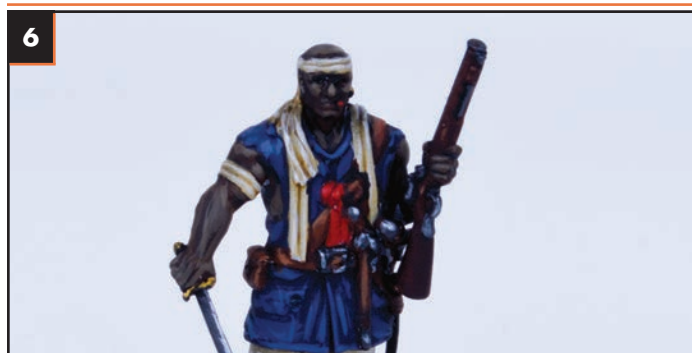
I highlighted the skin with a 1:1 mix of Cygor Brown and Vallejo Sand Yellow.



I then used GW Contrast Skeleton Horde on Caesar's scarves and pants.



I highlighted the scarves and pants with Vallejo Ivory.



And finally, I carefully picked out the other elements and details like his shirt, belts, and myriad weapons.

WOOD-PLANK BASES

The *Blood & Plunder* miniatures are supplied with 20mm round, plastic bases textured to look like the wooden deck of a pirate ship. While no doubt the color of the actual decks of these ships varied depending on the level of maintenance, I prefer a rich yellow-brown tone for my wood-plank bases.

Over the white primer, I paint a slightly thinned layer of GW *Averland Sunset*. This is followed by a wash of *The Army Painter Soft Tone*, and highlighted with a 1:1 mix of *Averland Sunset* and *Ivory*.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



TRANSFORMERS: RPG - CORE RULEBOOK (RGS 08433)

From Renegade Game Systems, reviewed by Eric Steiger



13 & Up



2 & Up



60 - 120 Minutes



\$55.00

I need to start this review by disclaiming any objectivity whatsoever. 6-year-old Eric was obsessed with the *Transformers*, and I wore out my VHS copy of *The Motion Picture* (the soundtrack to which I am listening as I write this) with repeated viewings in the 2nd Grade. If there was a Gen 1 action figure that I didn't own, it's because it wasn't made. All of which is to say that Renegade Game Studios would have had to drop the ball pretty severely for me not to love the *Transformers* RPG. Of course, they did not; *they hit that ball right out of the park*.

Mechanically, the game follows Renegade's Essence20 system, which at its core involves rolling a d20 and adding a second die whose type is based on a character's skill, against a target number. This is a perfectly fine system, containing elements that should be familiar to veteran roleplayers — characters have an origin, a role, background influences, levels, base stats here — Strength, Speed, Smarts, and Social), etc. What makes *Transformers* special is how well these elements tie into the *Transformers* setting and allow you to create a truly customized and personalized bot, while still having a lot of crunchy bits.

Remember that every Transformer is likely thousands or millions of years old at the time of the series; Influences represent their lives or history prior to and during the Cybertronian Civil War, such as being a racer, security officer, senator, or athlete. Your influences (of which you can have up to 3) help flesh out your history and shape your bot's view of the present. Influences can also come with hang-ups, negative aspects of your bot's personality that come from their long and spotted lifespan.

Your character's Origin broadly determines their Alt (vehicle, but not always) mode, but there is a wide variety of Chassis to choose from within each Origin. For example, the Cutter Origin represents seacraft of all types, but whether your alt mode is a submarine, speedboat, or hovercraft is up to you. Similarly, the Monolith Origin covers huge and slow alt-modes of all kinds, encompassing both Optimus Prime as an 18-wheeler and Omega Supreme as a fortress.

Finally, your character's Role represents the part they've taken in the ongoing struggle between Autobot and Decepticon, such as Scientist, Scout, or Warrior. One thing the book emphasizes is that a character's Role is not tied to their Origin or Influences; in fact, the original catalyst for the Decepticon uprising that



started the war was the rejection of functionalism — the notion that a transformer's chassis dictated its place in society.

Speaking thereof, the book does a *phenomenal* job of providing background and flavor on the setting and characters. It is written from Prime's point of view, with asides from Bumblebee, Jeffire, Perceptor, and others, and before getting into the crunchy bits, talks about each character's experience prior to and since the beginning of the war. It gives a great detail of insight into these beings who have not just been alive, but exhausted and sick of war, for literally longer than all of human existence. There is a lot here for dedicated roleplayers and fans of the series and setting, including notable locations on Earth and a dossier of Decepticon threats.

That said, there is a lot of *crunch* as well — combat skills and moves, equipment rules and examples (including, of course, ways to customize your bot with an exhaustive list of gear), and extensive rules for fighting in both bot and alt modes (and switching between the two). There's even rules for mounted combat, in case anybody feels like fighting from Dinobot-back.

Tack on a truckload of fantastic art and a solid intro adventure, and you've got everything you need to transform and roll out. Even if you aren't willing or able to get an RPG campaign together, between the incredible art, the setting detail, and the first-person insight from some of your favorite characters, this book is pretty much a must-have for any diehard *Transformers* fan.

Eric is your friend, and friends wouldn't let you play bad games.



DRAGONBANE



"Of the many TTRPGs played this year, Dragonbane stands out as one of the best."

—Screen Rant Review

"Dragonbane is now my go-to fantasy TTRPG, and it gets a huge recommendation from me."

—Pop Geeks Review

A legend is reborn. Dragonbane is a fantasy tabletop roleplaying game full of magic, mystery, and adventure.

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DRAGONBANE-RPG.COM



FREE LEAGUE

SUSHI BOAT (GGD JPG240)

From Japanime Games, reviewed by John and Dell Kaufeld

 8 & Up	 2 - 5 Players
 30 - 75 Minutes	 PI

I hope you're hungry because we're bringing a sushi restaurant to your table.

Sushi Boat, from Japanime Games, puts you right next to the conveyor belt at your favorite sushi restaurant. Playing the game is just like being there — take a plate of sushi off the conveyor, talk to the staff for help, or add a side dish or two. You can even check out new menu pairings recommended by the chef.

Let's grab a cup of green tea and a place mat, because it's time for the top five things you need to know about *Sushi Boat*.

DELICIOUS TABLE PRESENCE

I don't usually begin with shout-outs about table presence and component quality, but *Sushi Boat* earns these kudos.

The team at Japanime Games did a clever job recreating the conveyor belt sushi experience. The wooden game board features belt segment markings and a covered section that mimics the mechanical requirements of a real conveyor belt.

They carried the theme on from there with a glass wasabi bowl, a restaurant-style plastic change tray for game money, and many other touches.

SUSHI ON THE CONVEYOR

The game includes 54 super-cute plastic plate tiles in five colors. Each plate is decorated with a full-color image showing one of the game's seven types of sushi servings. The plates slide smoothly around board's curved conveyor belt and stack easily on your board during play.

The movement of plates around the conveyor belt isn't just for looks (or because they're so much fun to play with). The conveyor belt is actually a key mechanic in the game.

Each turn, the active player reveals the top card from the draw deck and pushes the sushi along the conveyor. If the card has a green arrow, the player adds fresh plates of sushi from the draw bag until the conveyor is full. If it has a red trash can, the player does the same thing, except pushes one extra plate onto the conveyor, causing a plate to fall off the conveyor and into the trash.

TAKING A TURN

Now that you know the fun of the conveyor belt, let's look at a full game turn.

The turn begins with you flipping the top card from the deck and moving the sushi on the conveyor. Then it's time to pick a seat by placing your pawn on the board. Each seat gives you access to a different area of the conveyor belt. Some seats are near restaurant staff who will help you if you tip them. (More about that in a moment.)

You then perform one of three actions: take 1 Yen from the bank, pay 1 Yen to buy the top card from the discard pile (the card you just revealed), or talk to the staff.

Finally, you claim a plate of sushi from the conveyor and stack it on your mat. Play continues to your left. You score points in the game by collecting sets of colored sushi plates, by eating different types of sushi, and by playing side dish cards.

STAFF MEMBERS AND SIDE DISHES

Two of your options on a turn involve paying a Yen to either get help from the staff or buy a card and add it to your hand.

The card you flipped over is from the side dish deck. Each side dish card shows some delicious food, along with special game text that does anything



from give you one victory point to swapping plates on the conveyor belt. After buying a card, you can play it on a future turn to use its special ability.

Paying a Yen to tip a staff member activates their special ability. Staff members can pull sushi out of the trash (well, that one's a cat), hand you a plate that's out of your reach, or even summon a different staff member.

THE WICKED WASABI

If you ever ate sushi, you probably tangled with wasabi, the wickedly spicy green condiment that commonly goes with sushi. When you draw a Wasabi card in *Sushi Boat*, you first dump all the trashed plates of sushi back into the bag.

After that, you and all of the other players try to remember which sushi plates are hidden under the cover in the corner of the conveyor. Everyone takes two wasabi cubes each and places them on their mat's colored dots. The current player then adds new sushi plates to the conveyor until the hidden plates are revealed (and trashing several other plates in the process).

For each color you guessed correctly, you keep one wasabi cube, which counts as an extra point at the end of the game.

VERDICT

With a fun theme, easy rules, deep re-playability, and a delicious table presence, *Sushi Boat* is an all-around winner for any family or friends game night.

The mix of hidden sushi plate draws, unique staff member special abilities, and the random side dish card abilities (plus their impacts on the sushi conveyor) mean you'll never play the same game twice.

Sushi Boat delivers excellent quality and engaging player experiences from the moment you feel the weight of the box in your hands. You can see the care they took with this title in the wooden board, the sushi plate pieces — even in the way the game packs into the box insert.

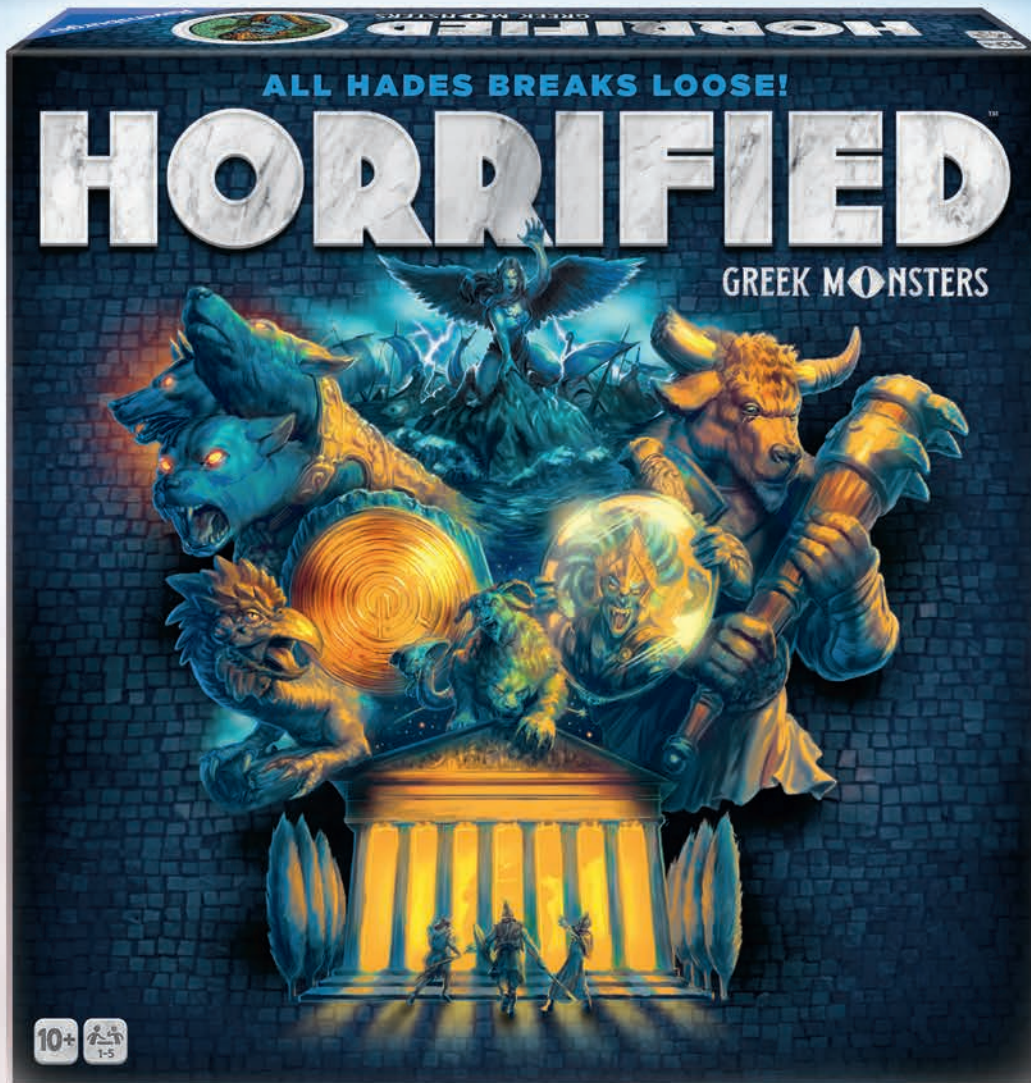
The first printing of the game includes the deluxe wooden game board, and the publisher says that future printings won't include the wooden version, so look for this at your Friendly Local Game Store. Highly recommended!

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



**GREECE'S MOST NOTORIOUS MONSTERS
HAVE ESCAPED PANDORA'S BOX!**



THE GODS HAVE CALLED ON YOU AS THEIR AVATARS TO TRAP THESE BEASTS
ONCE MORE. WORK TOGETHER TO DEFEND AGAINST MINOTAUR, CERBERUS,
CHIMERA, MEDUSA, SIREN, AND BASILISK
SAVE THE ISLE OF ELYSIUM BEFORE TERROR OVERWHELMS YOU!



Ravensburger

DISNEY VILLAINOUS: FILLED WITH FRIGHT EXPANSION (RVN 60002044)

From Ravensburger, reviewed by Brian Herman

 10 & Up	 1 Player
 40 - 60 Minutes	 \$14.99

There's nothing wrong with trying something new, no matter the context. New experiences are the seasoning that makes life interesting. Ravensburger's *Villainous* has typically followed the model of core sets and various "expand-alones" that allow players to pick and choose sets of 3 characters at a time to add to their collection. Starting with Marvel's *We Are Venom* expansion, they released a true expansion with just one character to add to your set of bad guys and their dastardly deeds. Now Disney is following suit with a new expansion *Filled with Fright*, adding the nefarious Oogie Boogie from *The Nightmare Before Christmas* to mix it up with your other bad guys.

Oogie Boogie has a very clear goal: To defeat Jack Skellington. However, the path to do so can be murky, as Jack is preoccupied with trying to take over Christmas instead of only being focused on Halloween. To setup, find the "Sandy Claws" card and place it at the location "Oogie Boogie's Lair" face up as you would any other Hero. Then take the two red and black dice included with Oogie Boogie and set them off to the side of his realm. Continue to setup as you would with any other villain, shuffling both his player deck and his Fate deck and placing them near his board.



Oogie Boogie ultimately wants to defeat Jack and rule Halloween Town. But to do that, he must lure Jack to his lair, which he does by kidnapping "Sandy Claws." Throughout the game, Oogie Boogie will want to play several copies of the card "Imposter Sandy Claws" trying to remind Jack who he really is. When he plays this card, he can take the two six-sided dice and roll them. On a result of 7

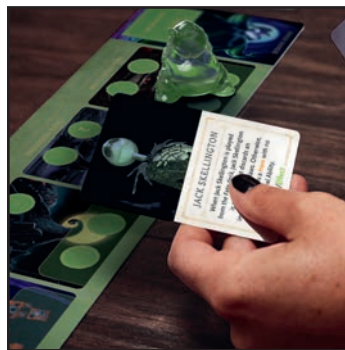
or more, he can place the "Imposter Sandy Claws" card next to the real one imprisoned in his realm. Once there are 4 "Imposter Sandy Claws" cards stacked there, he can let the real "Sandy Claws" free and find the "Jack Skellington" Hero card to replace it with. From there, it's a simple matter of a vanquish action at the right time to defeat Jack and become the sole ruler of Halloween Town.

Oogie Boogie has several other cards in his deck that allow him to roll his included dice. However, he rarely has a "loss" as even when he doesn't get his desired outcome, he always gets something good or finds a way to punish other players. For allies, Oogie Boogie has a host of creepy creatures to do his bidding as well as his trusty minions Lock, Shock, and Barrel, who raise each other in power if they are all present in a location. Bats retrieve other Allies when used in a vanquish action swarming around Oogie Boogie to add to his mystery.



None of them are very strong on their own, but together they can overpower even the most stalwart hero.

Oogie Boogie's Fate deck is filled with the cast of characters that make up Halloween Town, all ready to stand together against his tyrannical plans. Jack can only be brought into play as above, when played as a normal Fate card he simply removes an "Imposter Sandy Claws" from Oogie Boogie's realm. Sally distracts Oogie and moves him around his own domain, while Zero makes Jack harder to defeat. Even the rank-and-file citizens of Halloween Town will stand between Oogie and Jack, needing to be defeated before any other Hero at their location. The actions in Oogie's Fate deck can also hurt him, affecting his dice rolls, and making him less powerful.



Ravensburger never ceases to amaze me with their attention to detail and commitment to editorial accuracy as it relates to the *Villainous* franchise, and this expansion is no exception to that. When playing Oogie Boogie, you really do get the sense of an evil mastermind who is attempting to stage a coup on a fictional town based around Halloween. When you get right down to it, this is at the core of

what has made *Villainous* such a fascinating game. Getting to try out stepping into the shoes of the bad guy feels pretty good. If you get a chance, I highly recommend it.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



HORRIFIED: GREEK MONSTERS (RVN 60002045)

From Ravensburger, reviewed by Whitney Grace



10 & Up



60 Minutes



1 - 5 Players



\$39.99

I've always thought unboxing videos were quaint but maybe a bit overblown. Yes, it's fun to open boxes but I care about the *contents*, not the opening process. Then I opened Ravensburger's *Horried: Greek Monsters* and was immediately greeted by this message:

"Pandora's box has been breached! Six monsters have erupted from its infinite depths. You have been chosen by the gods to work together and rid the world of this scourge. Make haste! For if you fail in your task, we shall be plunged into everlasting fear!"

At last! I'm the chosen one and I'm going to save the world! Eat your heart... er... liver out, Prometheus!

Horried: Greek Monsters is inspired by the myth of Pandora's box. Due to her curiosity and failure to obey warnings, Pandora opened a box and unleashed evil on humanity.

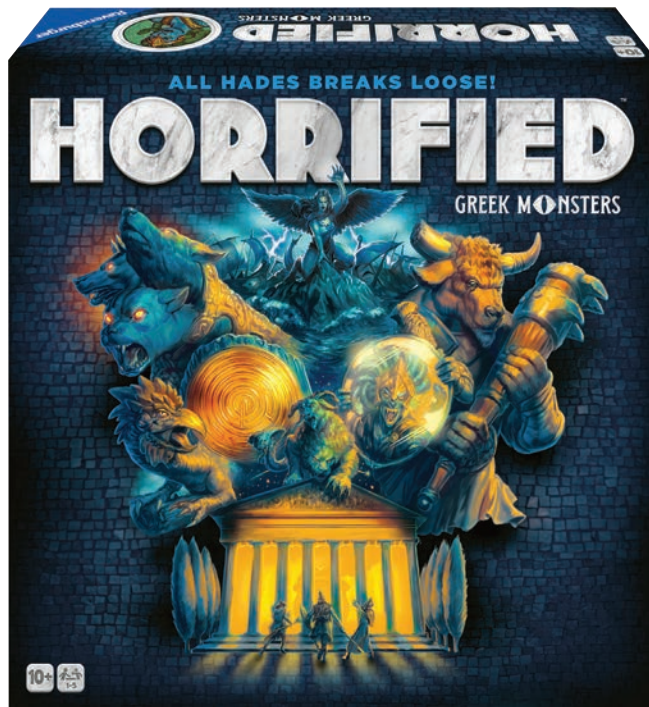
The game box's faux marble cardboard interior includes a game board, three dice, six monster figures, 10 legend standees, seven hero standees, six monster mats, 60 item tokens, 26 monster tokens, four lair tokens, one terror marker, one frenzy marker, seven hero tiles, five reference cards, 30 monster cards, 20 perk cards, and one item pouch.

Players are the heroes and they're cooperatively tasked with saving the world from mythical monsters. They must defeat all the monsters to win. The monsters are: a basilisk, Cerberus, a chimera, Medusa, a minotaur, and a siren. Players are joined in their quest by legendary characters from Greek myths: Jason, Orion, Atalanta, Hippolyta, Daedalus, Midas, Circe, Io, Arachne, and Chiron.

To get started, place the gameboard in the center of the play area, the lair tokens are shuffled, then placed in their designated areas. The terror level is set to zero, the monster cards are shuffled and placed near the board along with the legends. The heroes select which monsters they wish to battle and adjust the game set up accordingly. Players then select which hero they want: shepherd, ranger, musician, mariner traveler, hoplite, or actor with the corresponding items. The perk cards are shuffled, one is dealt to each player, and the rest are placed facedown. Lastly, the item tokens are mixed up and 12 are drawn and placed on the board.



There are two gameplay phases per turn: hero and monster. During the hero phase, one player performs actions based on feedback from fellow heroes. The actions include revealing a lair, special, defeat, advance, share, pick up, guide, and move. Once the hero phase is over, the monster phase begins by selecting the top card from the monster card deck. Each card has three actions that must be completed in order: picking items, completing an event, and attacking the heroes.



If the heroes kill all the monsters, then they win the game. The heroes lose if the terror level reaches its maximum or if the monster deck runs out of cards.

Horried has three difficulty levels based on the number of monsters on the board. The least number of monsters heroes fight is two with the most challenging being four. The game can also be played solo.

Horried: Greek Monsters has a learning curve because of the detailed rules. Gameplay design is similar to other adventure or tabletop roleplaying games so the familiar elements will help players ease into battling mythical Greek monsters. Thankfully the rules are much easier than wandering the minotaur's labyrinth or trying to get home from the Trojan War.

Other than opening the box for the first time, the best part about *Horried: Greek Monsters* is it stirs the imagination. Most everybody has been exposed to Greek mythology at some point, but if this is your introduction, *Horried: Greek Monsters* is one of those rare games that may inspire you to learn more: in-depth story, awesome visuals, lots of accessories, mythical enemies, and legendary characters. I imagine the innumerable references on the game board, cards, and other accessories may motivate a few of you to revisit the original stories as well!

Horried: Greek Monsters does a phenomenal job of bringing to life old stories and repackaging them into something new. The game is considerably more pleasurable than the twelve labors of Hercules or reading untranslated versions of *The Odyssey* or *The Iliad*. Those would be all Greek to me!

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



**EVERYDAY HEROES RPG CINEMATIC ADVENTURES:
ESCAPE FROM NEW YORK (EVL 02000) AND THE CROW (EVL 03000)**

From Evil Genius Games, reviewed by Thomas Riccardi



14 & Up



2 - 5 Players



90 - 120 Minutes



\$24.99

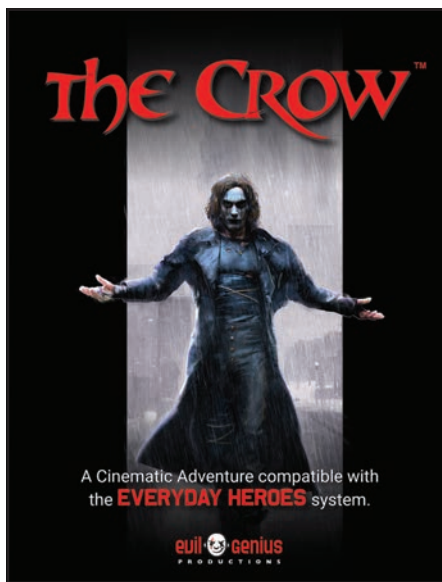
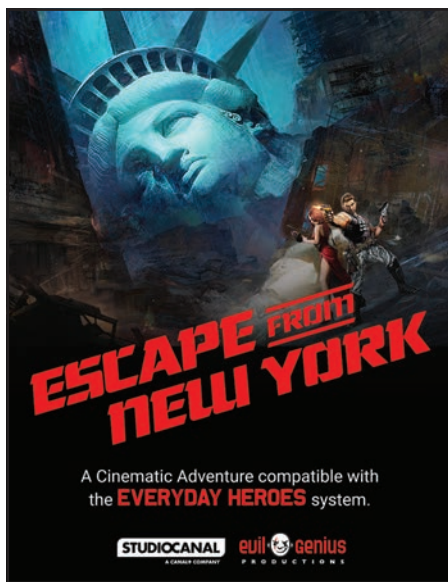
As you make your way within the theater, you find your seat with a large popcorn and drink in hand. Settling in, you sit through the previews and wait patiently for the show to start. Welcome to the first double-feature review featuring **two** new supplements for the new *Everyday Heroes RPG* line from Evil Genius Games.

Up first is *Escape from New York*. The year is 1988 and crime has gone up 400%! The island of Manhattan has been turned into a maximum-security prison. Do you have what it takes to survive the urban wilderness of the Big Apple?

This isn't just an adventure set in the world of the maximum-security prison; there is a lot of material here to run your own adventures inside this supermax prison, including gangs like The Tudors or the Fat Cats. Each of these gangs has a short description along with their stats of how strong they are, reputation, etc. There are also three new classes that will fit in well alongside the other denizens found in New York, like the motorhead who loves to work on cars, or the street warrior who can use any weapon to get the job done. There are also new backgrounds, professions, weapons, and even new rules to incorporate street cred into your game.

The adventure that is included with this supplement is called *Liberty Lost*. Players take on the roles of characters venturing into the New York supermax prison. There are arming codes for a nuclear device located in the head of the Statue of Liberty, and the National Liberation Army have stolen those codes and have fled deep inside New York City. It is your job to recover them before all of New York is turned into a smoking crater. The best thing about this adventure is the opportunity to interact with characters from the cut-classic movie (even Snake Plisskin!).

Our second feature puts you into the role of a tortured soul who has lost everything they ever loved or cared for. What would you do to get back at the ones that wronged you? Would you be able to handle the loss? This is the setting of the cinematic universe based on the cult hit *The Crow*.



Players have a variety of thematic classes to choose from, but if they choose to be a hero that is reborn there are many masks of death the characters can don. From the agile cat to the mysterious spider,

there are eight classes to choose from to give your campaign a unique experience. The players can also choose to be a soothsayer, which is someone that can glean glimpses of the future and even manipulate those forces to their will. There are also new rules, backgrounds, adventure ideas along with some suggestions on how to run a campaign based in the universe of *The Crow*.

The adventure that is included within this supplement is *Prayers of the Past*, which includes a session zero where the

players bare their souls on the wrongs that have been committed against them. These background events can take place in any part of the world, but the main adventure is set against the gritty backdrop of Detroit.

Without going into too much detail, this adventure allows players to attempt to right a wrong that has been done to someone else, and at times it feels as if you are stepping into the boots of the legendary characters from the movie.

As with our first feature, *The Crow* also includes actual stats for some of the persona from the film such as Ashe Corvin, Sarah, and of course Eric Draven.

To add even more flavor and atmosphere, each of these adventures has a QR code located within the pages of each respective sourcebook which unlocks

digital content by Syrinscape, providing access to both sound effects and ambient music that you can use in your campaign.

The lights come up as the final credits play — I hope you've enjoyed this Double-Feature offering from Evil Genius Games as much as I did. Head on over to <https://evilgeniusgames.com/> for more information and get ready for your next adventure.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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Greetings GTM Fans!

For our penultimate 2023 issue, *Game Trade Magazine* is teaming up with the Cubicle 7 team for a giveaway forged in blood and fire!

One lucky winner will a copy of the *Warhammer 40K RPG: Imperium Maledictum - Core Rulebook Collectors Edition*, courtesy of our friends at Cubicle 7 Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on October 24th and will close on November 20th, so don't delay!

Already a fan of ours on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

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The perfect gift for your DM (especially if that's you). Roll weather conditions in D&D 5e without looking up the rules. One roll, no charts.

The DMG provides rules for rolling weather in D&D 5th edition. Every day we roll to see what the weather will bring, and we still have to look it up every time.

This set of 5 dice (3d20 + 2d4) is the rules. You just roll the dice once every day, like a hag with bones, and tell your party what the weather will be. It's lightning fast and doesn't require any memorization.



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Five dice to randomly determine rules-accurate weather in one throw.

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☁ x3



☀ x5

☁ x2

☀ x3

☔ x2

☁ x1

☔ x1



-5°

-10°

-15°

-20°



5°

10°

15°

20°



6+



Immerse yourself in the super
strategical battle of Dragon Ball!



*12 CARDS PER PACK
*24 PACKS PER BOX
*MSRP : 4.49USD

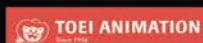
December 1, 2023, on sale!



*There are four different pack designs.



With a chance to
pull a GOD RARE
- the rarest cards
in DBSCG!



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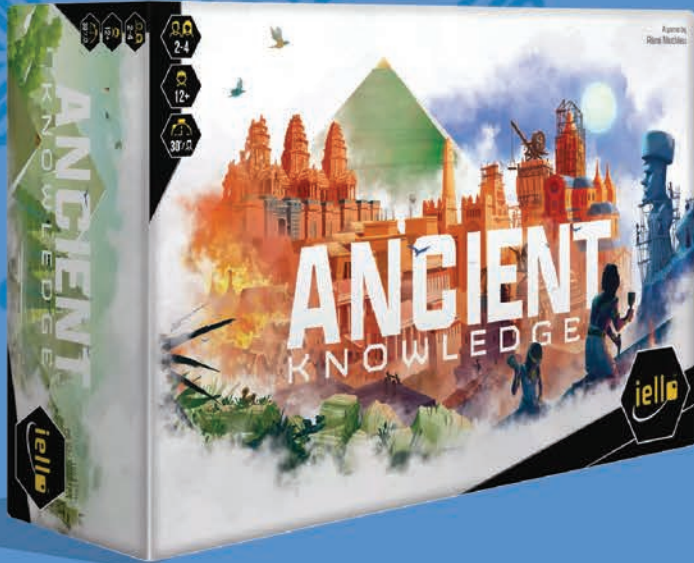
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*For more information, check out the official site.

*Data usage fees for site access are the responsibility of the player.
*The packaging illustration may differ somewhat from the final product.
*Release date may vary by region.

AVAILABLE NOW

ANCIENT KNOWLEDGE



2-4
PLAYERS

60
MIN

12+
YEARS

Add cards to your civilization's timeline tactically, considering how they will age and when they will trigger!



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MSRP: \$49.99
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AVAILABLE NOW

Experience competitive
zen with only 2 players,
exploring the island with
your artist, merchant,
and pilgrim!

- Antoine Bauza + Naiade -

TOKAIDO DUO

2
PLAYERS

20
MIN

8+
YEARS



FLAT
RIVER
GROUP

MSRP: \$24.99

SKU: TKDDUOUS01



AVAILABLE NOW

SUNRISE LANE

2-4
PLAYERS

45
MIN

8+
YEARS



FLAT
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MSRP: \$34.99

SKU: HG178

Welcome to the
neighborhood!
Become the
talk of the town
by having the
most sprawling or
towering community.



Gather 'round
the fire and
create stories
together!




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MSRP: \$34.99

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MSRP: \$49.99

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MSRP: \$64.99

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MÖDIPHIUS
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GAMES

MSRP: \$34.99

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Small boxes packed with quick, silly fun!



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MSRP: \$15.99
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MSRP: \$24.99
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MSRP: \$13.99
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play greater

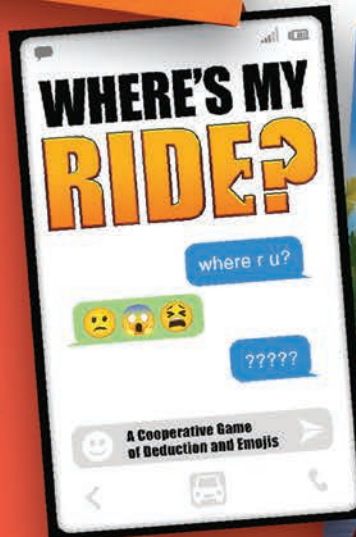
MSRP: \$19.95

SKU: PURR-CORE



MSRP: \$39.99

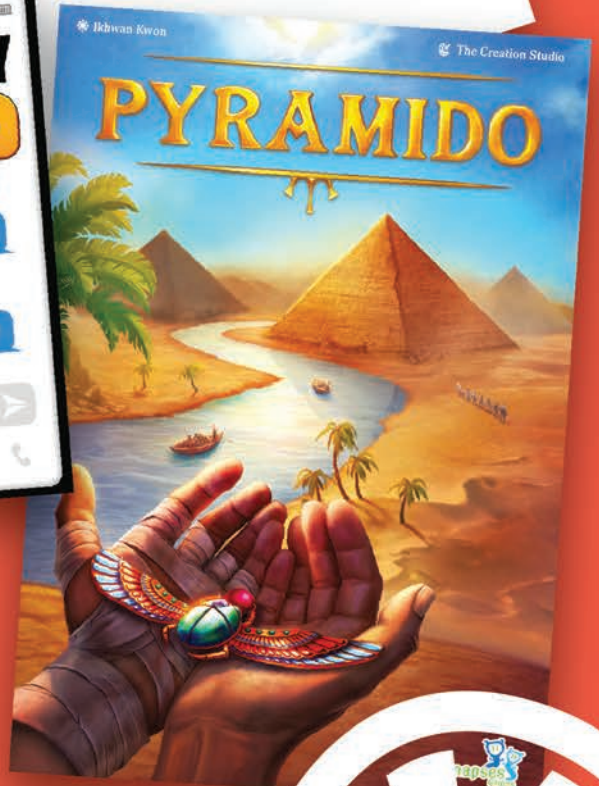
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SLUGFEST
GAMES

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Synapses
games

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together with these
easy-to-learn games!

FAMILY



EXPERT

Perfect gifts
for the major gamer
in your group!



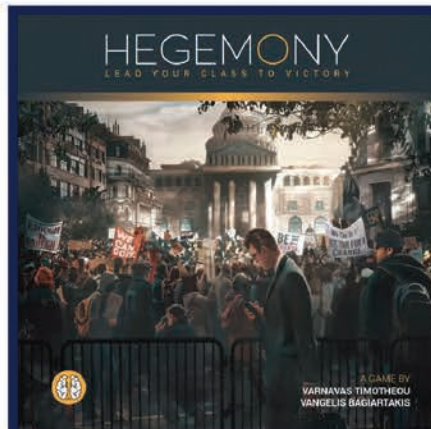
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SKU: LULCK03EN



MSRP: \$89.95
SKU: SISL-CORE



MSRP: \$94.99
SKU: HPG_HEG_01

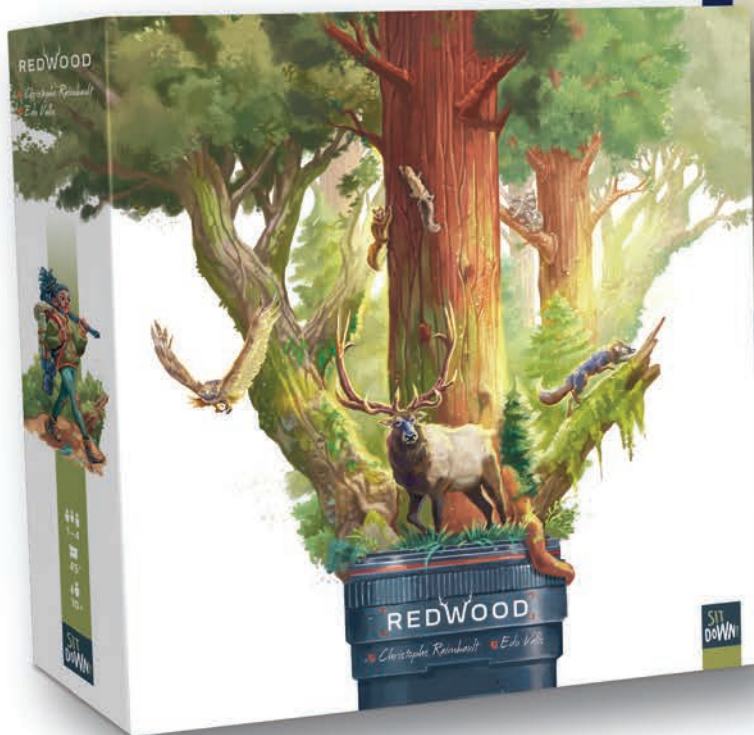


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by choosing the right camera
lenses to capture wildlife and
flora in your photo!



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